Desktop Editing User Guide V5.2

This manual is revision A

Copyright © Quantel Ltd 2001-2013

Quantel

Contents

The Desktop 1–2

Introduction 1–2
The Application Bar 1–2
- Enabling/Disabling Desktop 1–2
- Enabling/Disabling Video & Audio Output 1–3

Media Bins 1–3
- Bin Columns 1–4
- Wildcards 1–5
- Sort by Ascending/Descending 1–5

Floating Clips 2–2

Overview 2–2
- How to Create a Floating Clip 2–2
- Using the Desktop Bin or Windows Browser 2–3
- Floating Clips with a Key Channel 2–3

Floating Clip Management 2–4

Resizing a Floating Clip 2–4
Repositioning a Floating Clip 2–4
Renaming a Floating Clip 2–4
Copy a Floating Clip 2–4
Timecode Display 2–5
Scaling Tracks 2–6
Revealing 'Hidden' Menus 2–6
Zooming in on the Floating Clip Timeline 2–6
Selecting Multiple Floating Clips 2–7
Moving a Floating Clip into an Application 2–8
Deleting a Floating Clip 2–8
- Deleting Multiple Clips 2–8
- Restoring a Deleted Clip 2–8

'More' Menu 2–9

Edit 2–9
Replace 2–9
Swap 2–9
Publish 2–10
Repeat 2–10
Localise 2–10

copyright © Quantel Ltd 2001-2013

Video Stretch 2–10
Audio Stretch 2–11
Audio Repitch 2–11
Scene Detect 2–11
Source Order 2–12
HBR 2–12
Copy Settings (Stereo 3D Option) 2–12
Split VL/VR (Stereo 3D Option) 2–12
Flatten 2–13
Commit 2–13

Clip Controls **3–2**
Jog 3–2
Shuttle 3–2
Play/Pause 3–2
Marking a Section 3–3
In & Out Points 3–3
Selecting a segment 3–4
'Lift' Menu 3–4

Combining Floating Clips **3–6**
Creating a Sequence 3–6
Joining Two Floating Clips 3–6
Combining Multiple Floating Clips 3–7
Deleting a Segment from a Sequence 3–7
Adding a Clip as a Key 3–7

Clip Logging **3–8**
Overview 3–8
Viewing Existing Events 3–8
Entering New Events 3–9
Default Prefix Text (Logging Roles) 3–9
Saving a Clip Log 3–10
Deleting a Clip Log 3–10

Video Stretch **3–11**
How to Stretch a Floating Clip 3–11
Video Stretch Options 3–11
Type of Stretch 3–12
Interpolation Process 3–12
Field 3–12

Contents

Reverse 3–12
Audio 3–12
Using Keyframes to Stretch (Profile Graph) 3–13
The Profile Graph 3–13
Inserting Keyframes 3–13
Profile Stretch Options 3–14
Moving & Locking Keyframes 3–15
Deleting Keyframes 3–16
Rendering & Saving a Stretch 3–16

Stereo 3D Floating Clips 4–2
Metadata Display on Clip Segment 4–2
Stereo Video Window Display 4–2
Combine Eyes via Desktop 4–3
Clip Requirements 4–3
How to Combine Left and Right Eyes 4–4
Make Stereo Clip 4–4
Split VL/VR Tracks via Desktop 4–5
Remake Stereo Clip 4–6
Swap Eyes on All Tracks via the Desktop 4–6

Audio 5–2
Hidden Audio Options 5–2
Reveal Audio Level Controls 5–2
Reveal Audio Channel Controls 5–2
Setting Audio Levels 5–2
Using the Hidden Menu 5–2
Using the Timeline 5–3
Using the 'Audio Tools' Button 5–3
Assign Audio Channels 5–3
Audio Grouping Options 5–4
'From' & 'Out To' Options 5–4
Too Few/Too Many Channels 5–5
Enable/Disable Audio Track Boxes 5–5
Audio Stretch 5–5
Stretching Audio Tracks 5–5
Audio Stretch Options 5–6
Audio Repitch 5–6
Repitching Audio 5–6
Audio Repitch Options 5–7

Publishing Clips via the Desktop 6–2
Why Publish Clips? 6–2

copyright © Quantel Ltd 2001-2013

What Happens 6–2
Prerequisites 6–2
How to Publish 6–3
How to Publish to a Placeholder 6–3

Localise 6–5
Why Localise Clips? 6–5
What Happens 6–5
Setting Tail Frames 6–5
How to Localise 6–5

Save 6–6

Appendix A A–2
About This Manual A–2
Notices A–3
Maintenance A–3
Conventions Used A–3
Text A–4
Trademarks A–4
Disclaimer A–6
Helpdesk & Web Support A–6
24 Hour Helpdesk A–6
Website & Downloads (manuals, drivers, plugins & software) A–6

Contents

copyright © Quantel Ltd 2001-2013

Using the Desktop

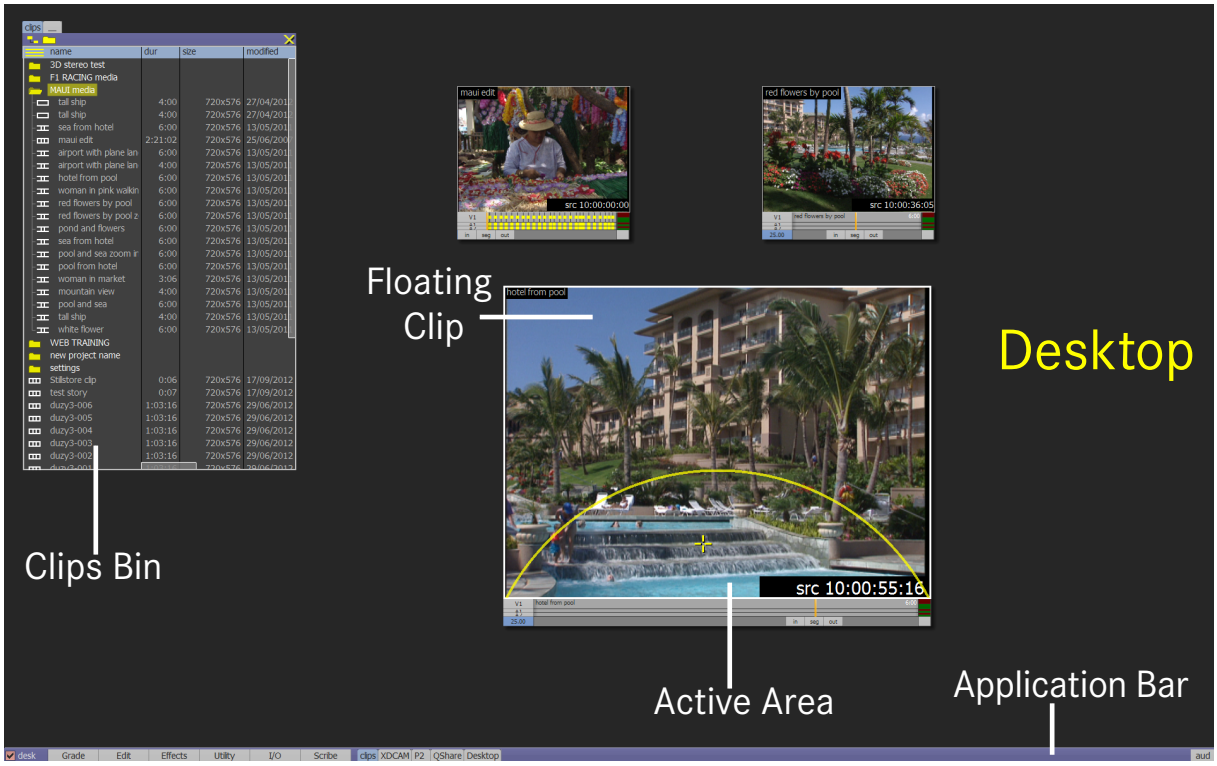
Quantel

The Desktop

Introduction

The desktop provides a blank area that can be used to preview material, mark in and out points and assemble shots before editing, publishing or inserting into a playlist ready for playing-out. You can perform editing on the desktop with or without an application being open, ie **Edit** or **Effects**.

Clips can be taken from any bin and placed directly onto the desktop area. Clips placed on the desktop are referred to as Floating Clips. They can be assembled into sequences, dropped into another application, or published back to the server.

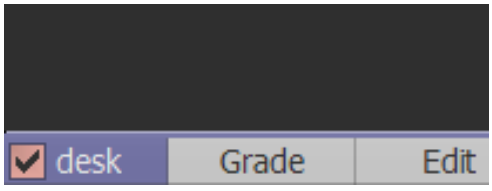


The Application Bar

The Application Bar runs along the bottom of the interface and displays the available applications and bins. Available applications and bins vary depending on the software or product in use.

Also on the Application Bar there are options to enable/disable the desktop (see below) and to enable/disable the video and/or audio output.

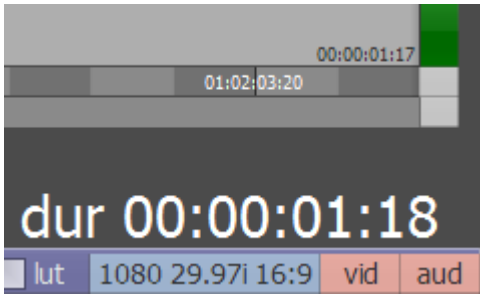
Enabling/Disabling Desktop



You can tick the **desk** check box on the left of the Application Bar to toggle the desktop's contents on and off. Note that in **Effects**, ticking the **desk** check box also toggles the size of the timeline Edit Window, along with hiding the desktop's contents.

copyright © Quantel Ltd 2001-2013

Enabling/Disabling Video & Audio Output



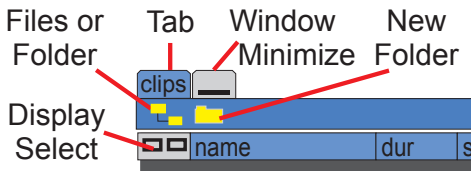
On the right of the Application Bar there is a **vid** box and an **aud** box. These control the video and audio output. If the **vid** box is enabled it highlights pink and video is output to a display monitor. If the **aud** box is enabled it highlights pink and audio is output to external speakers. To enable/disable the video or audio output simply press on the **vid** and/or **aud** box.

Note that enabling/disabling the vid and/or aud boxes has no effect on publishing or saving a clip.

Media Bins

Bins are used to access sQ Server (if applicable), local and network media libraries. Bins can be used to search for, preview and load material onto the desktop or into available applications. Media can also be saved or published back into the bins.

To open a bin press on the corresponding tab on the Application Bar, ie **clips** (containing local video and audio clips), **server** (containing all server held material), or **desktop** (access to media located on external devices or network locations). Bin availability depends on whether the platform you are using is standalone or server connected and also on the application currently being used.



Minimise a bin by pressing the '__' tab at the top-left of the bin. Pressing the <Esc> key shows/hides all minimised bins. To close a bin press the X in the top-right of the bin.

In the bins, clips can be displayed using clip metadata or browse miniatures by pressing on the Display Select icon. Alternatively a combination of both can be displayed by pressing and dragging up or down on the Display Select icon.

Displays clip miniatures and clip metadata

Displays clip miniatures

Displays clip metadata (default character size)

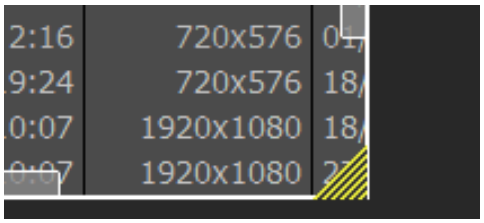
Displays clip metadata (smaller character size)

Clips can also be displayed using a folder structure by pressing on the Files or Folder icon. Pressing the New Folder icon creates a new folder.

Folder view

File view

Create new folder

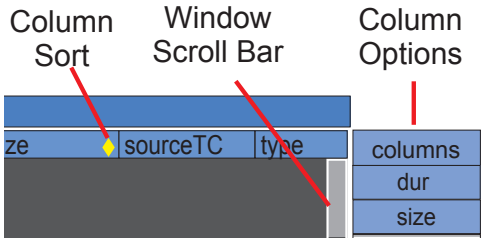


To resize a bin hover in the bottom right corner. Press and drag on the yellow lines that appear until the bin is the required size.

Re-position a bin by pressing on any blank area within the bin and then dragging it to the required position.

Lock a bin's position by holding <Ctrl> and pressing the resize icon. A yellow dot appears indicating that the bin is locked. Press again to unlock.

Bin Columns



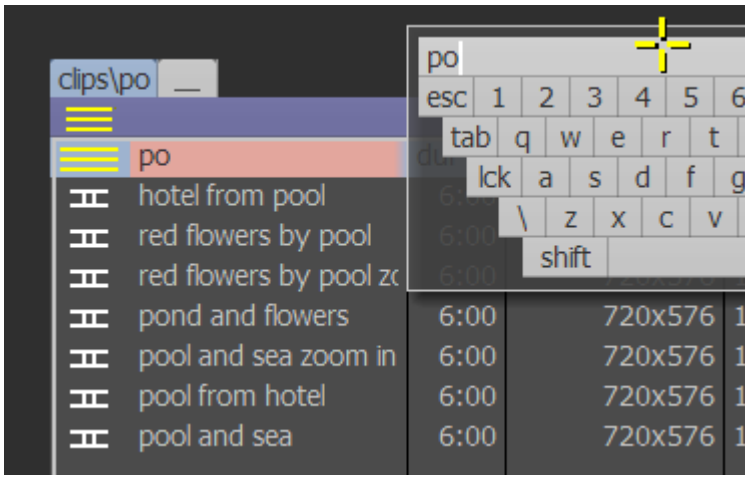
Columns can be displayed by hovering the cursor outside the top-right of the bin, pressing **columns** then selecting the ones you require.

The order in which each column appears in the bin (except the **name** column) can be rearranged horizontally by dragging the blue column title box to a new position.

Any column can be used to define a search. For example, to search by name:

1 Select the blue **name** box

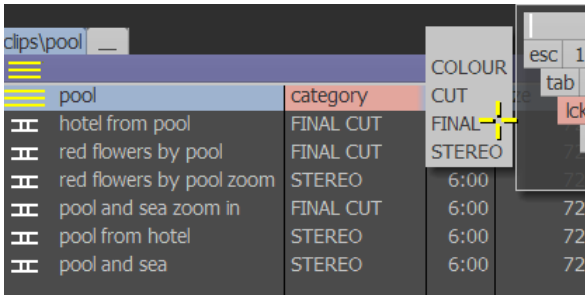
2 A soft keyboard appears. Type the required clip name using either this or the external keyboard and press **end** or <Enter>.

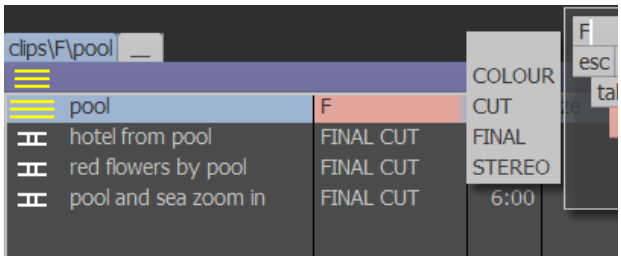


The search is not case sensitive.

The system filters the bin's content in real time as you type.

3 You can then use additional columns to further filter your bins content until you locate the desired clip(s).





copyright © Quantel Ltd 2001-2013

4 To clear all search filters double-click on the bin's name tab (eg **clips**).

Wildcards

Wildcards can be used to aid the searching process.

Wildcard	Description
&	When you type two or more keywords separated by an ampersand (&) it searches for corresponding words either of which appear in the title. For example, typing PRESIDENT & AIRPORT finds President Arrives at Airport and also finds London's Third Airport.
?	'?' is a single character wildcard, for example ?ART finds Cart but not Art or Start.
*	'*' is a multiple character wildcard, for example *ART finds Art, Cart, Start, Starter and Artwork. '*' wildcards can be used before and after characters, for example *Art* finds Start, Starter, Party etc.

Sort by Ascending/Descending

Columns can be used to sort the contents of a bin into ascending or descending order. To do this, move the cursor over the right side of a column's title box and press on the icon that appears.

There are three sort types available:

△ Ascending

▽ Descending

◇ Default

Sorting is alphanumeric and can be combined with a search filter in any additional columns. Columns can be sorted one at a time.

For more details about the various bins available and their full functions see the Media Bins Guide.

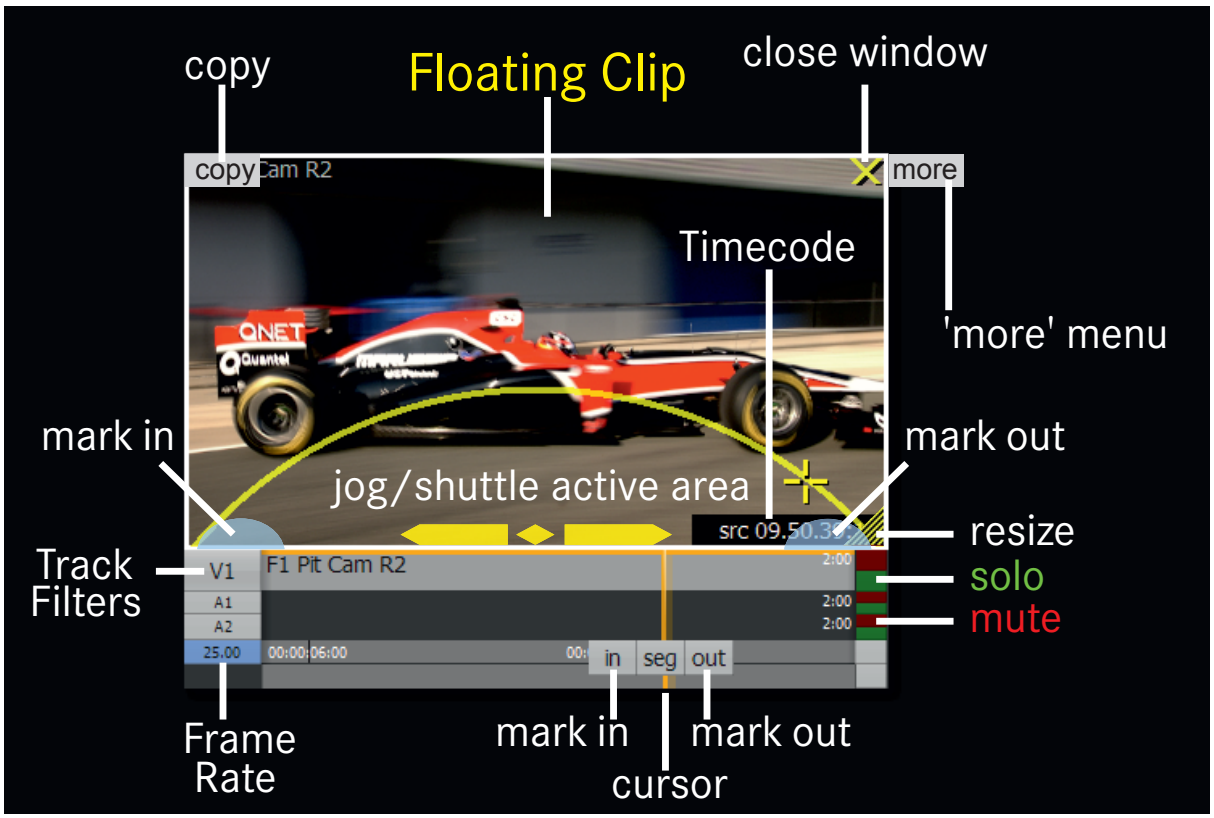
copyright © Quantel Ltd 2001-2013

Floating Clips

Quantel

Floating Clips

Overview



Floating Clips are 'miniature editors' that allow you to assemble and edit clips on the desktop. Each Floating Clip consists of a Video Window, a timeline and its own set of editing tools.

How to Create a Floating Clip

Floating Clips are created by placing any clip onto the desktop area.

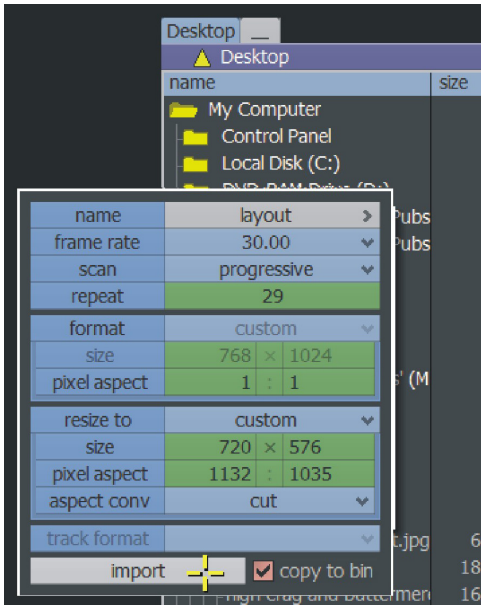
Do one of the following to create a Floating Clip:

- **a** Drag and drop a clip from the Server or Clips Bin onto an empty area of the desktop. When clips are dragged and dropped in or out of a bin, the current frame position is retained (indicated by the vertical orange timeline cursor).
- **b** Import a clip from the Desktop Bin or Windows browser by dragging and dropping onto the desktop (described later in this section).
- **c** Lift/cut/copy a selection from a timeline clip or and existing Floating Clip and place on the desktop.

copyright © Quantel Ltd 2001-2013

Using the Desktop Bin or Windows Browser

If you require media that is not held within the Quantel workspace, the Desktop Bin can be used to access the platform's network directories.



Files from the Desktop Bin can be imported by dragging and dropping them onto the desktop.

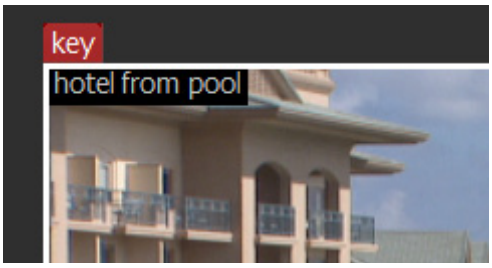
1. Locate the desired file in the Desktop Bin.
2. Press on the file name and drag to the desktop area.
3. A pop-up is then displayed providing you with options to apply to the imported clip.
4. After you have set the required options press **import**.
5. The imported clip appears as a Floating Clip on the desktop.

Alternatively, you can press the Windows <Start> key to access the Windows browser and drag the desired file directly from Windows onto the Quantel desktop.

See the I/O User Guide for more information about importing media.

Floating Clips with a Key Channel

When a clip with a key is dropped onto the desktop area, it is displayed with a red **key** tab at the top left of the Floating Clip.

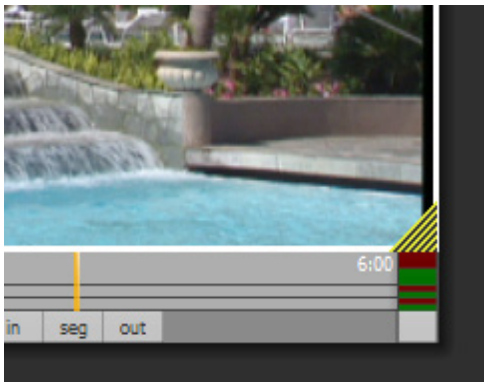


To view the key channel separately from the video, press and drag the **key** tab to an empty part of the desktop. This creates a copy of the key channel as a Floating Clip.

If you hold down <Ctrl> whilst dragging the **key** tab, the key channel is removed from the clip.

Floating Clip Management

Resizing a Floating Clip



To resize a Floating Clip hover in the bottom-right corner. A yellow lined icon appears. Press and drag on the icon until the clip is the required size.

If you hold <Ctrl> when dragging, this sets the default size for all subsequent Floating Clips taken from the Clips Bin or Server Bin.

If you hold <Ctrl> and press on the resize icon the Floating Clip is automatically resized and repositioned to the system default.

Repositioning a Floating Clip

To reposition a Floating Clip, do the following:

1. Press and hold on the clip's Video Window in any area outside of the Active Area
2. Drag the Floating Clip to any new position on the desktop.

Renaming a Floating Clip

To rename a Floating Clip, do the following:

1. Press on the clip name in the top-left of the Video Window.
2. A soft keyboard is displayed. Use this or the external keyboard to edit the name.
3. Press **end** or <Enter> to confirm the change.

Copy a Floating Clip

The **copy** tool is revealed by hovering over the top-left corner of the Floating Clip and can be used to create a copy of the Floating Clip.

copyright © Quantel Ltd 2001-2013

Timecode Display

You can choose to display a Floating Clip's timecode in the bottom right of the Video Window.

To display the timecode hover in the bottom right area of the Video Window until you see the following icon: ◁. Press the icon to reveal the Source Timecode for that clip.

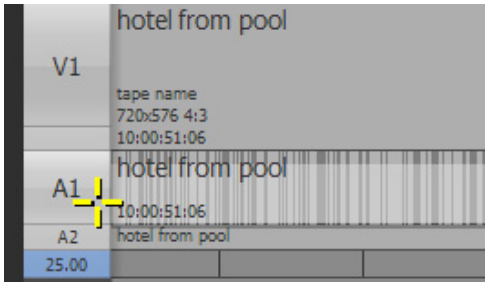
To toggle through the different timecode displays available press in the area directly above the display. When you hover above the timecode display a preview of the next available timecode display is seen

The following timecode displays are available:

src 10:00:11:23	Source Timecode
00:00:11:23	Destination Timecode
tod 10:56:41:20	Time of Day Timecode

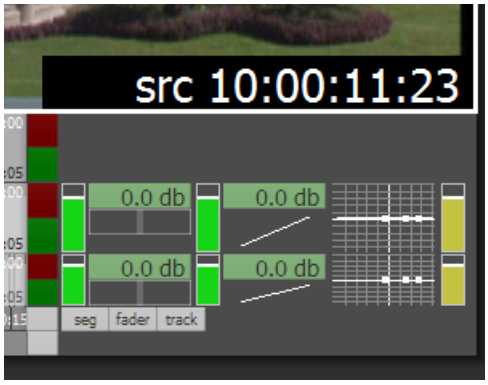
Holding down the <shift> key and pressing on the timecode display allows two different timecodes (for example Source and Destination) to be displayed simultaneously. Other choices (such as Keycode) can be selected in the 'Clips' section of the <F 1> Configuration Window.

Scaling Tracks

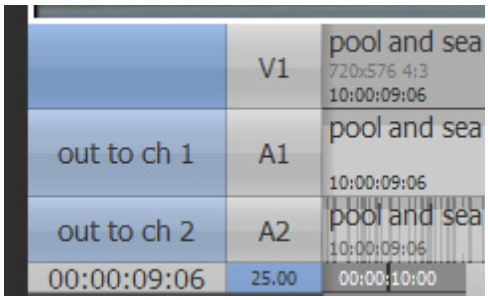


The track filter boxes (eg **V1**, **A1** etc) can be used as handles which allow you to expand or reduce the vertical scale of the video and audio tracks of the Floating Clip. Click on a track filter box and drag up or down to resize.

Revealing 'Hidden' Menus



To reveal additional audio controls, press on the red/green Mute/Solo buttons on the right of the Floating Clip's tracks and drag to the left.



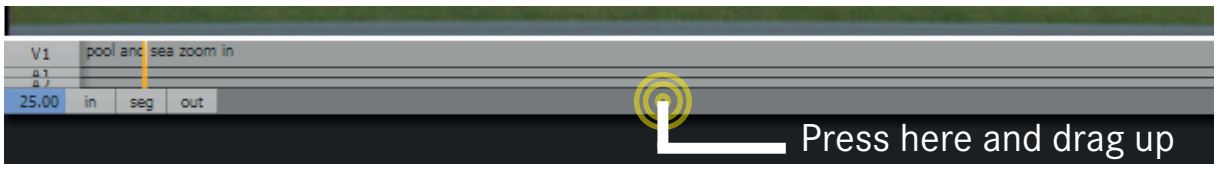
Similarly, press on any track filter box (eg **V1, A1** etc) and drag to the right to reveal additional audio input/output controls on the left.

Drag in the opposite direction to hide the menus again.

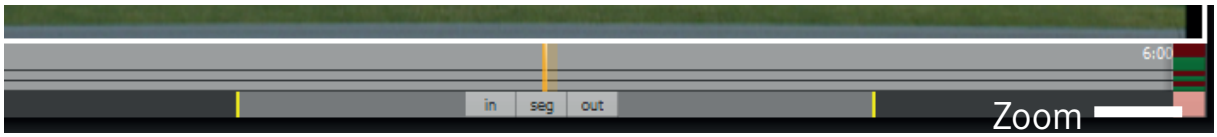
Zooming in on the Floating Clip Timeline

To zoom in on the Floating Clip timeline, do the following:

1 Place the cursor on the grey bar directly below the timeline.



2 Press and drag up to zoom in. Notice that the grey bar decreases in size to indicate that the timeline is zoomed in.



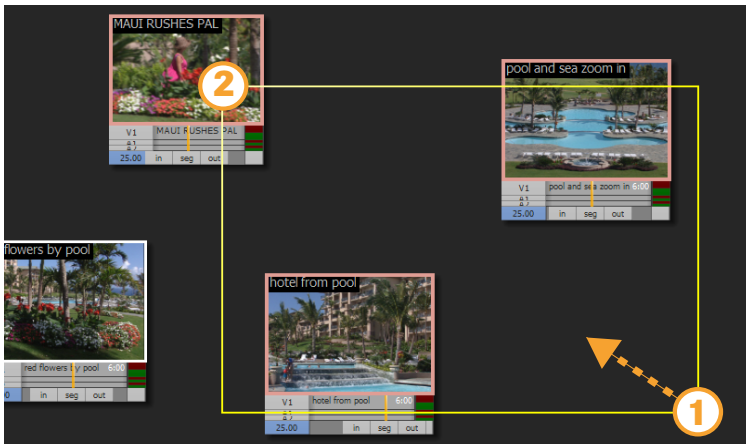
copyright © Quantel Ltd 2001-2013

3 To zoom out again press on the bar and drag down.

4 To return to the default scale press on the Zoom box to the right of the timeline. If the Zoom box is pink then a zoom is enabled. If it is grey then the timeline is at it's default scale.

Selecting Multiple Floating Clips

Floating Clips can be 'locked' together and treated as a group. To do this you can either:



a Press on a blank area of the desktop and drag to draw a lasso around the required Floating Clips.

b Hold <Ctrl> and press on each individual Floating Clip to select them.

Selected Floating Clips are indicated by a pink outline.

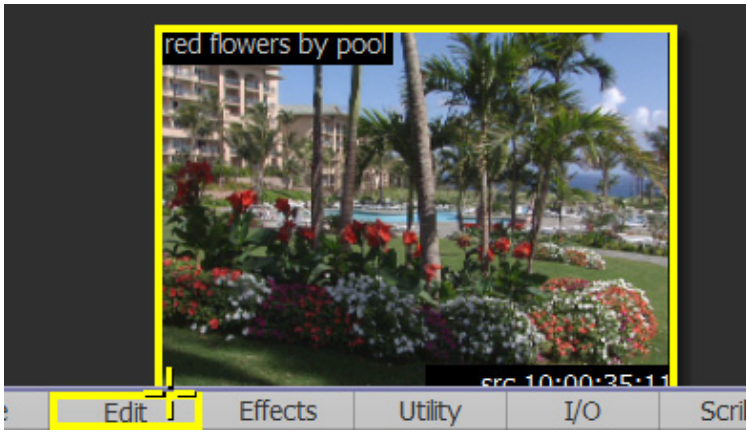
After you have selected multiple Floating Clips they are now 'locked' together. Pressing play starts each selected video playing simultaneously from their individual cursor points. Marking an In or Out point on any of the clips also marks in/out points at the current cursor position of every other clip in the selection.

To unlock the selection tap on the desktop.

Moving a Floating Clip into an Application

Floating Clips can be transferred into any available Quantel applications. For example, to drop a Floating Clip directly into the Edit application, do the following:

1 Drag the floating clip and hover over the **Edit** tab on the Application Bar.



2 When both the Floating Clip and the **Edit** tab are highlighted yellow, release the Floating Clip.

3 The Floating Clip is now added to the Edit application timeline replacing any existing clip(s).

When multiple clips are dropped on the **Edit** tab they are assembled in order on the Edit timeline.

For alternative ways to add a Floating Clip to the Edit application see the "More' Menu' section later in this guide. Alternatively, see the Editing User Guide.

Deleting a Floating Clip

To delete a Floating Clip hover in the top-right corner of the clip and press the X that appears .

Deleting Multiple Clips

If you draw a lasso around multiple Floating Clips on the desktop then press the X in the top right corner of any clip, all the selected clips are removed from the desktop. Selected Floating Clips are indicated by a pink outline.

Restoring a Deleted Clip

To restore the last deleted clip, right-click on an empty area of the desktop (or alternatively hold down the <Alt> key and tap on the desktop). This recovers the Floating Clip most recently deleted from the desktop.

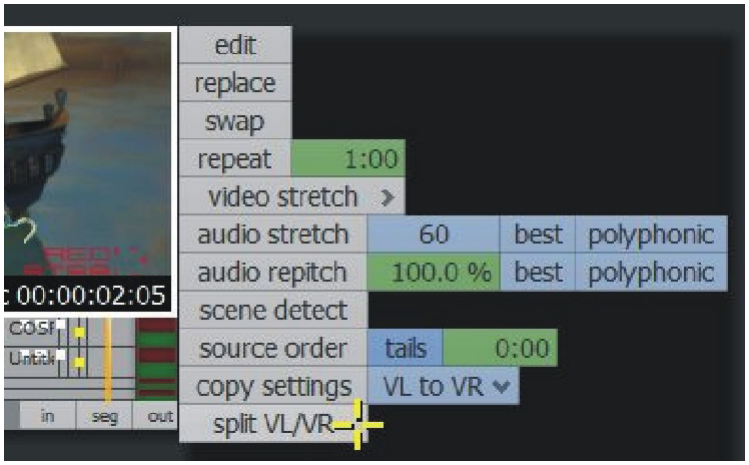
Note that this method brings back the most recently deleted Floating Clip ONLY.

copyright © Quantel Ltd 2001-2013

‘More’ Menu

The **more** menu provides a number of functions that are revealed in a column on the right of the Floating Clip.

You can access the **more** menu by hovering directly outside the top-right corner of the Floating Clip. Press on the **more** box that appears.



When **more** is pressed, the **more** menu displays functions that are relevant to the platform being used.

Note that the options displayed in the ‘more’ menu depend on the software and product you are using.

The **more** menu functions includes the following:

Edit

The **edit** function places the selected clip or clip segment onto the Edit Application timeline at the current timeline cursor position.

Replace

The **replace** function replaces any media on the Edit Application timeline with the current Floating Clip or selected segment.

Swap

The **swap** function swaps the current Floating Clip timeline with the current Edit Application timeline.

See the Editing User Guide for more details about the Edit Application and working with a timeline.

Publish

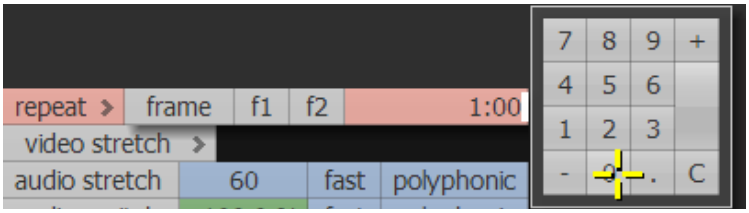
On sQ Server connected seats, clips can be edited then published (saved with edit instructions) back to the server.

See 'Publishing' in Chapter 6 for more information about publishing and using the publish pop-up.

Repeat

Repeat can be used to create a 'freeze frame' effect in an edit by repeating a single frame to the desired duration. It can also be used to repeat a single frame (eg an imported JPG) into a static video.

The current frame can be repeated by the number entered in the green **repeat** box. Set this value then press either **frame**, **f1**, or **f2** and the resulting clip is placed on the desktop as a new Floating Clip.



Pressing **f1** or **f2** results in a field repeated clip that has a single field interpolated.

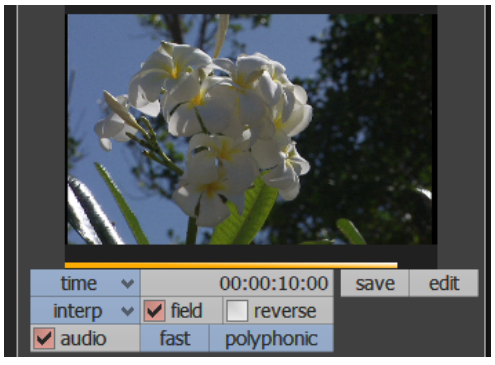
Localise

Clips can be localised to ensure that they are always available if the original server held source material becomes unavailable. The **localise** function imports a copy of a clip in its native video format into the Clips Bin.

See 'Localising' in Chapter 6 for more information about localising and alternative ways to localise material.

Video Stretch

Floating Clips can be stretched to a new duration in order to fill a gap or to create slow motion and fast motion effects.



Selecting the **video stretch** function produces a pop-up displaying a preview image with stretch/motion options that can be used to stretch the Floating Clip to a new duration.

See 'Video Stretch' in Chapter 3 for more details about the Video Stretch feature.

copyright © Quantel Ltd 2001-2013

Audio Stretch

The audio tracks of any Floating Clip can be stretched to specific video frame rates as a desktop process, eg to accurately convert 24 fps material to 25 fps without changing the audio pitch. The audio stretch process has a number of options available to suit the type of audio material to be stretched and the desired level of accuracy.

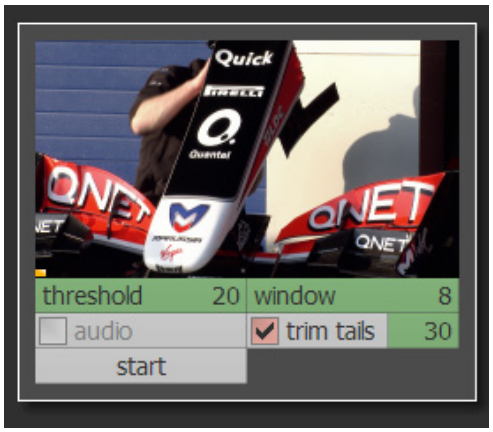
See 'Audio Stretch' later in this guide for more details about how to use the Audio Stretch feature.

Audio Repitch

The audio pitch of any Floating Clip can be raised or lowered using the **audio repitch** ('Duck Voice' audio distortion) function to disguise voices. The pitch can be set between 50% (lower pitch) and 200% (higher pitch).

See 'Audio Repitch' later in this guide for more details about how to use the 'audio repitch' feature.

Scene Detect



The **scene detect** function automatically detects a change of scene within a clip. A copy of the original clip is then produced, with edit points (cuts) at the positions where a change of scene has been detected.

Threshold (set to 20 by default) controls how sensitive the system is to changes in an image. If the **threshold** value is set too low, some scene changes may be missed; if set too high, edit points may be inserted at each frame in the clip.

The **window** value (set to 8 frames by default) specifies how the rate of change from one scene to the next is detected. If the **window** value is too small then the scene detector may insert edit points on every frame in a dissolve or zoom. If the **window** value is too large no scene changes are detected.

It is advisable to deselect the **audio** tick box to avoid saving unnecessary audio fragments. Ticking **audio** detects cuts on both video and audio layers, but produces a larger file size.

The **trim tails** value allows you to specify the tail amount that remains on the cuts. Having tails allows you to extend the duration of the clip or individual clip segments. Tails are required in order to add any transitions to a cut point.

Press **start** to begin the process and **stop** at any point to cancel it. When the process is complete a **save** box appears. Pressing and dragging from the **save** box to the desktop creates a Floating Clip. Alternatively, pressing the **save** box and entering the required title in the **save** pop-up allows the clip to be saved in the Clips Bin with the required **name**, **owner** and **category**.

Source Order

Clips can be reordered from edit/play order to source/load order by using the **source order** function. Reordering is based on originator and source timecode.

In the green numeric box to the right of the **tails** box, enter the frame number of tails that you want to expose (if present), then press the **source order** box to reorder the clip.

Note that to convert back to edit/play order you must re-conform the clip using the changed clip as the Reference Clip. This is required because it is not possible to preserve transitions when reordering the clip.

'Source order' can only be used with clips that have not been trimmed, edited or had effects added to them.

See the I/O User Guide for more details of conforming with a Reference Clip.

HBR

The **HBR** function caches a high bit rate version of the Floating Clip. This allows the Floating Clip to be played out locally at full quality and ensures that the material can be published back to the server even if the original server held material is no longer available. Saving the Floating Clip in the Clips Bin after **HBR** has been used locks the high bit rate material to the workstation so that it cannot be deleted using the Purge Cache function in the configuration menu.

The icon in the Clip Bin is displayed as green, to indicate that the material has been cached at high bit rate.

Copy Settings (Stereo 3D Option)

If the Floating Clip contains stereo media, the **copy settings** option is available. This option allows any effect processes on the left or right eye to be copied to the other.

Split VL/VR (Stereo 3D Option)

If the Floating Clip contains stereo media, the **split VL/VR** box is available. This function allows you to split the different eyes and is useful if you want to play-out or export each eye separately.

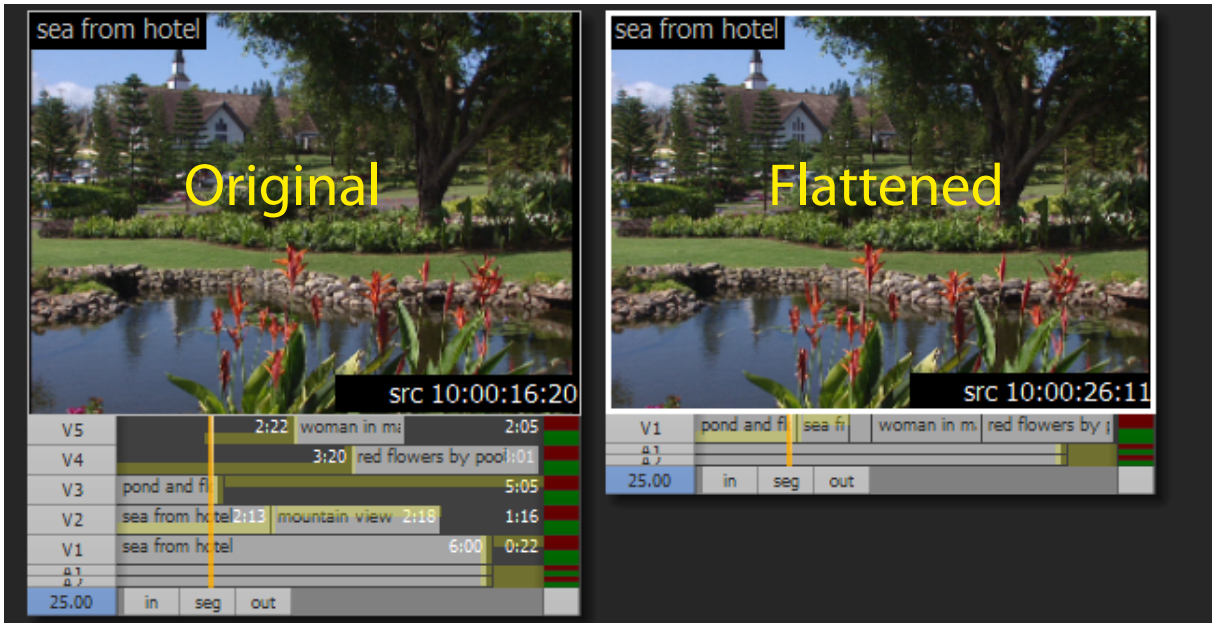
See Chapter 4 for more details about stereo Floating Clips. Alternatively, see the Stereo 3D User Guide for details of editing with stereo video.

copyright © Quantel Ltd 2001-2013

Flatten

The **flatten** function allows you to combine multiple layers on the timeline into a single track, ie 'flatten' it. When **flatten** is selected any MLT segments and effects are rendered and collapsed to produce a single video track. The **flatten** function can also be used on a single layer timeline to 'flatten' any history.

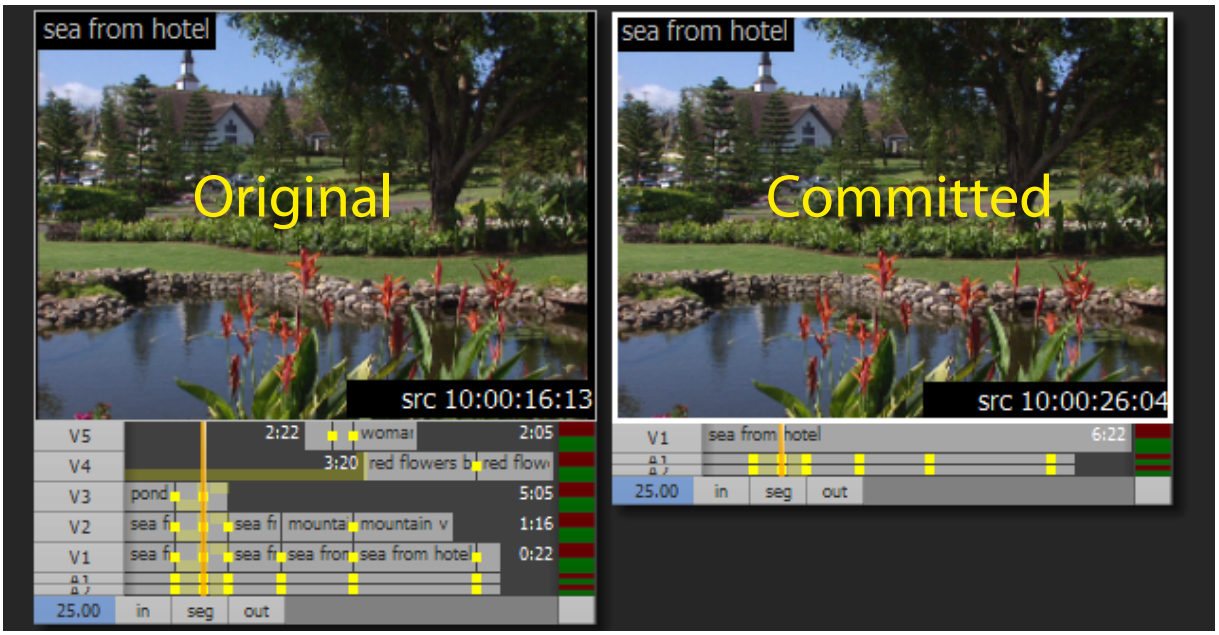
The flattened video track retains all edit marks from each track.



The 'flatten' function loses multilayer and effects history.

Commit

The **commit** function is similar to the **flatten** function in that when pressed, it flattens any multilayered timelines into a single track. It differs from the **flatten** function in that it removes any edit points creating one single clip rather than a clip with multiple segments. Note that any audio edit points are unaffected by the process.



copyright © Quantel Ltd 2001-2013

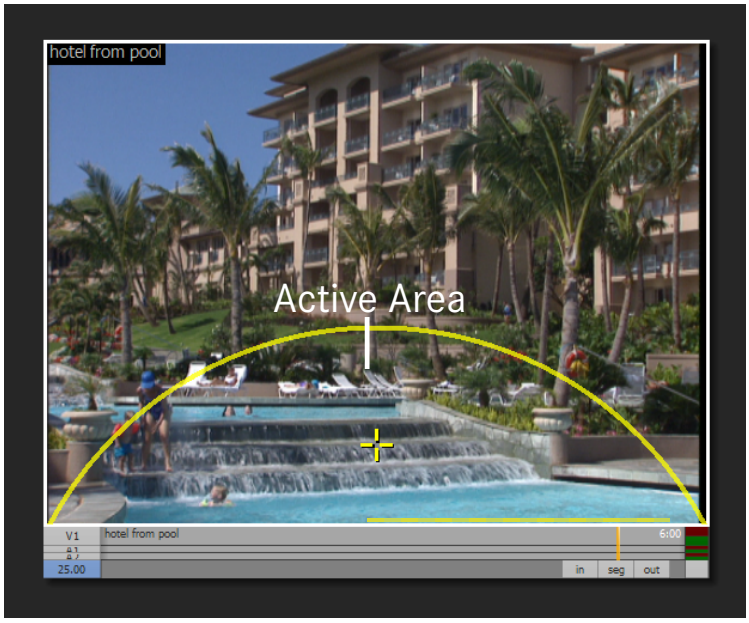
Floating Clip Controls

Quantel

Clip Controls

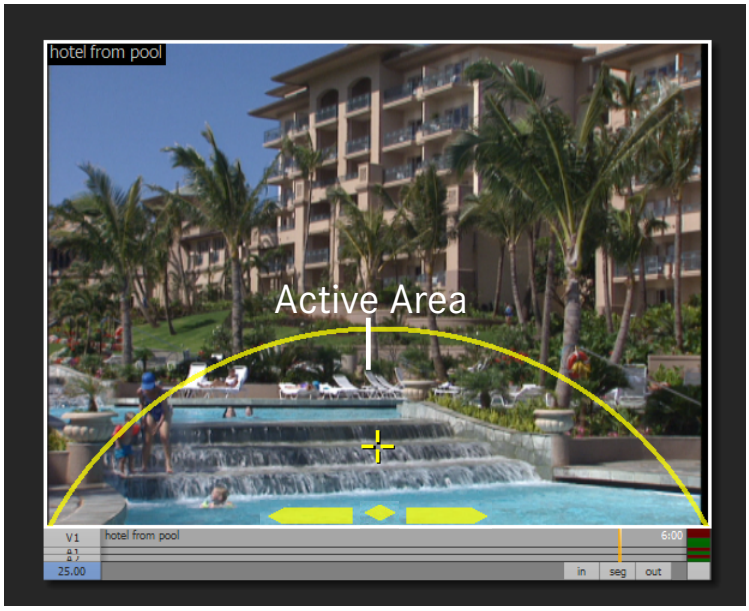
The Active Area of each Floating Clip contains navigational and shot selection tools. To access the Active Area hover the cursor over the bottom half of the Video Window until a yellow arc appears. To use the Active Area clip controls, do the following:

Jog



In the Active Area, press and drag to the left or right to jog frame by frame backwards or forwards through the clip. When using the jog function a thin yellow striped bar extends along the bottom of the Active Area, increasing in length as you continue to drag left or right.

Shuttle



Position the cursor in the lower-centre of the Active Area until a yellow diamond appears. Press on this diamond and drag left or right to shuttle backwards or forwards through the edit. When using the shuttle function a thick yellow bar extends backwards or forwards along the bottom of the Active Area. The more extended the yellow bar becomes the faster the shuttle.

Play/Pause

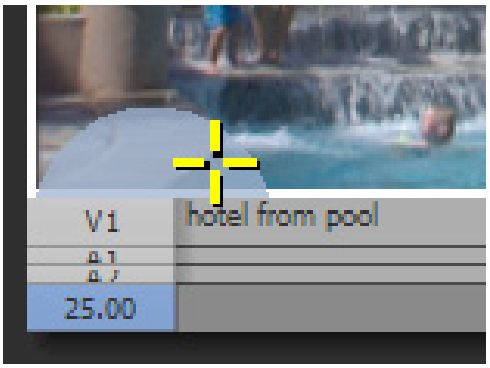
Press anywhere in the Active Area to play or pause the clip.

copyright © Quantel Ltd 2001-2013

Marking a Section

In & Out Points

You can select a section of a Floating Clip by marking 'in' and 'out' points on it. You can mark in and out points in any of the following ways:

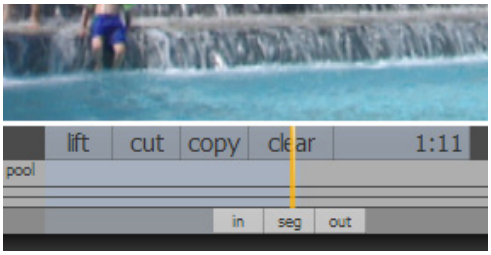


a Hover in the bottom left of the Video Window to reveal the 'mark in' icon (see screen shot). Press here to mark an in point at the current cursor position. Hover in the bottom right of the Video Window to reveal the 'mark out' icon. Press here to set the out point.

b Press and hold the 'mark in' icon and move the cursor clockwise/anti-clockwise to move the in point.

c Press on the required point on the Floating Clip timeline and press the **in** box that appears at the bottom of the cursor. Find your required out point and press the **out** box.

d Use <I> and <O> to mark in/out on the keyboard, or <E> and <R>.



When in and points have both been marked the section is highlighted blue and the Lift menu appears. Note that if only an in point is marked then the selection highlight continues to the end of the clip.

The in and out points are displayed in the Video Window by blue markers along the left and right edges of the image.

A red track highlight indicates invalid marks; for example, if the out mark has been placed before the in mark.

Selecting a segment

To select a segment (all frames between two cut points), do one of the following:

a At the bottom of the cursor, press **seg** to select the current segment.

b Press <T> on the keyboard to select the current segment.

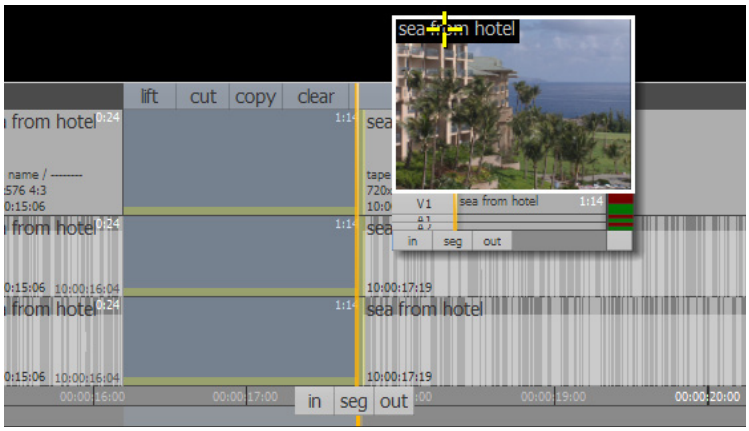
Both these methods select the entire segment.

Note that selecting specific track boxes (eg V1, A1 etc) isolates the selection to that particular track.

'Lift' Menu

Once a section has been marked the blue 'Lift' menu appears. This menu provides a number of options:

Lift



The **lift** box lifts the selection from the edit leaving a gap on the timeline. Pressing the **lift** box creates a Floating Clip directly above the timeline.

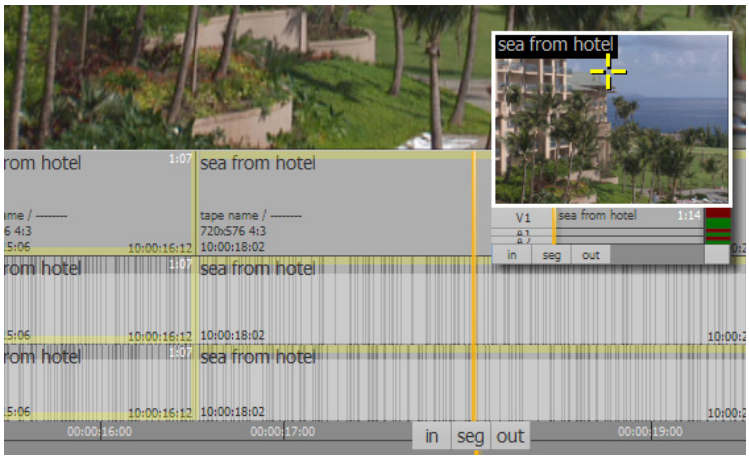
copyright © Quantel Ltd 2001-2013

Pressing and dragging on the **lift** box allows you to place the Floating Clip in the desired location either on the desktop, in a bin or into another application.

If the <Shift> key is held down before the **lift** box is pressed, the selected tracks can be moved (or slipped) along the timeline forcing any tracks before or after to be moved accordingly.

If you want to lift material without creating a Floating Clip, press <Z>.

Cut



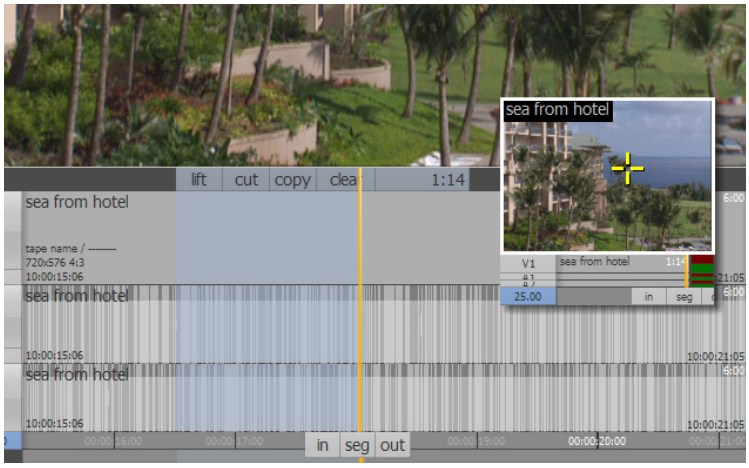
The **cut** box removes the selection from the edit, closing the gap on the timeline. The cut selection is placed on the desktop as a Floating Clip.

Pressing the **cut** box creates a Floating Clip directly above the timeline.

Pressing and dragging on the **cut** box allows you to place the Floating Clip in the desired location either on the desktop, in a bin or into another application.

If you want to cut material without creating a Floating Clip, press <X>.

Copy



The **copy** box makes a copy of the selection onto the desktop as a Floating Clip.

Pressing the **copy** box creates a Floating Clip directly above the timeline.

Pressing and dragging on the **copy** box allows you to place the Floating Clip in the desired location either on the desktop, in a bin or into another application.

Clear

Pressing **clear** removes the in and out marks and closes the blue 'Lift' menu.

Combining Floating Clips

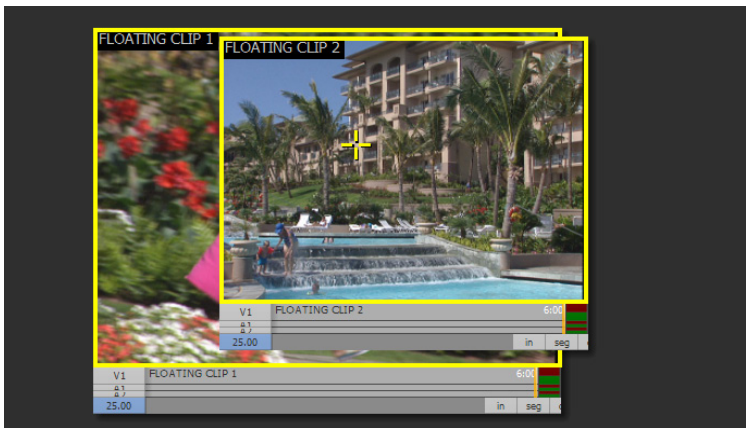
Creating a Sequence

Floating Clips can be joined together to make an edited sequence on the desktop. Drag and drop one Floating Clip onto another to join them together.

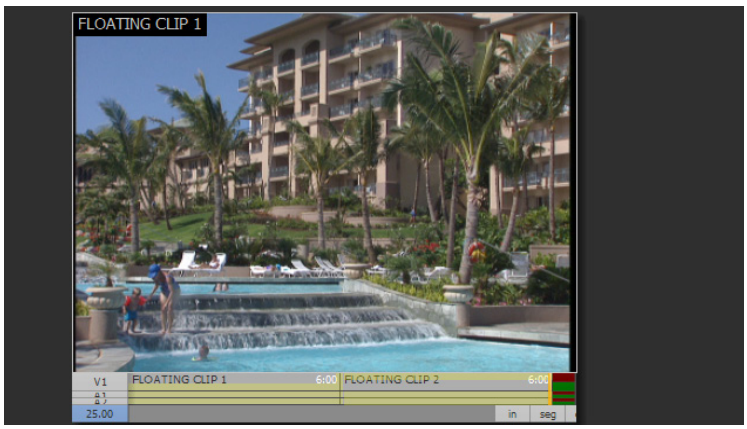
Joining Two Floating Clips

To join two Floating Clips together, do the following:

1. Place the first Floating Clip on the desktop.
2. Select the second Floating Clip and place on the desktop.
3. Press and hold on the Video Window of the second Floating Clip to move it.



4. Drag and hover the second Floating Clip above the first.
5. When both clips highlight yellow release the second Floating Clip.



The two Floating Clips are now joined together, resulting in a single Floating Clip.

Repeat this process to add more clips to your Floating Clip timeline. Clips appear in the sequence in the order in which they are added. Each subsequent Floating Clip added is appended to the end of the sequence.

If you press <Shift> when dropping a new clip into the sequence it is inserted at the timeline cursor point.

copyright © Quantel Ltd 2001-2013

Combining Multiple Floating Clips

Multiple Floating Clips can be joined simultaneously by selecting the clips to be added and dragging and dropping them onto another Floating Clip. To add multiple clips do the following:

1. Choose the clip that you want to appear first in the sequence. Place it on the desktop as a Floating Clip.
2. Select all other clips that you want to add to the sequence and place these on the desktop.
3. Select all Floating Clips chosen in step 2, excluding the Floating Clip chosen in step 1. See Chapter 2 for instructions on how to select multiple Floating Clips.
4. With the desired Floating Clips selected, press and hold on the Video Window of one of the selected Floating Clips and drag and drop over the first Floating Clip.

Deleting a Segment from a Sequence

To delete a segment from a Floating Clip sequence place the cursor on the segment to be removed then press <T> or **seg** to select the segment. Press **cut** to remove it from the sequence.

Adding a Clip as a Key

If you hold down <Ctrl> while dropping one clip onto another the second clip is added as a key channel to the first clip.

Clip Logging

Overview

You can add ‘events’ to a Floating Clip. Events are markers that can be seen anywhere that the source clip is viewed, ie the source clip itself, or an edit that contains part or all of the source clip. This process is called ‘logging’

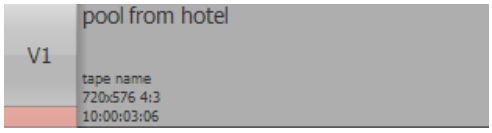
Logging allows you to navigate through the clip, mark where different events occur and for how long, then enter a textual description. Each event is flagged with a coloured indicator which covers the event’s duration: there are 4 colours that can be used for 4 event types For example, if your media is of a football match, you could choose to associate each colour with the following event types: goals, penalties, red cards and yellow cards.

You cannot add events to a clip that has been trimmed or edited with other clips.

Each log event contains the following:

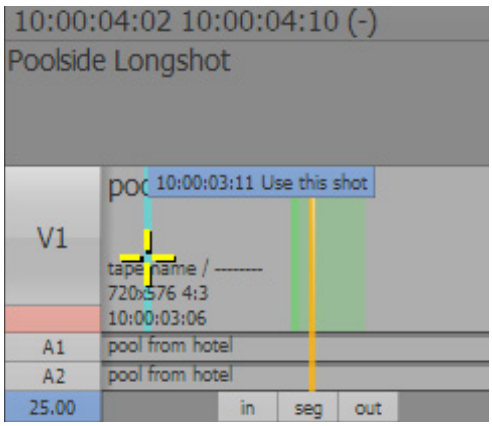
- **a** Start source timecode
- **b** End source timecode
- **c** Type of event (4 user defined types available)
- **d** Comment (multiple line text)

Viewing Existing Events



To view previously logged events, you need to enable ‘log view mode’. To do this press the ‘video tools’ button (highlighted as pink in screenshot to the left).

A timecode and text comment area now appear below the Video Window, along with coloured indicators on the video track.



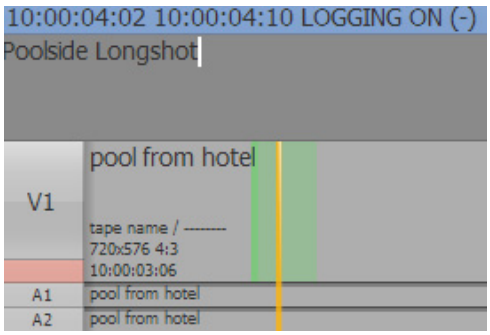
Use the <↑> and <↓> keys to step backwards/forwards to each logging point. As you do this, the event’s timecode and text comment appear under the Video Window.

Alternatively, hover over any coloured event indicator on the video track to see the event information (highlighted in blue) without moving the timeline cursor.

copyright © Quantel Ltd 2001-2013

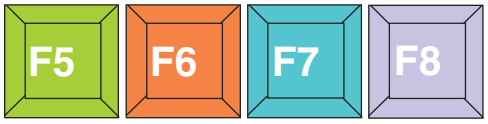
Entering New Events

If you want to add an event, you need to enable 'log edit mode' by pressing <Ctrl>+<L>.



With 'log edit mode' enabled a blue **LOGGING ON** box appears above the text comment area.

To log an event, do the following:



1. Press <F5>, <F6>, <F7> or <F8> . This adds a single framed coloured marker to the edit timeline.
2. Enter a comment using the keyboard.
3. Events are a single frame duration by default. You can extend the event duration by navigating to the required finish point and then pressing <F12>. This adds an extended coloured marker to the edit timeline.
4. To exit 'log edit mode', press <Ctrl>+<L>. This returns the GUI and keyboard to normal operation.

Each of these <F> keys produce a different coloured log point that can be used to represent different event types.

Text can be on multiple lines. Use the keyboard arrows to navigate through the text.

Some points to remember when logging are as follows:

- **a** In 'log edit mode', keyboard character presses only affect text. To navigate through the edit use the Active Area navigational controls or use the mouse (see 'Clip Controls' previously in this guide).
- **b** You can log new events while the clip is playing or paused.
- **c** You cannot log a new event if it overlaps another event.

Default Prefix Text (Logging Roles)

If logging roles are used, each of the 4 event types can have a line of default text associated with it, which gets entered automatically when an event is logged. Logging roles can be set by the ISA Manager.

Saving a Clip Log

You can save logging metadata of the current clip by pressing <Ctrl>+<Shift>+<P>. This creates a text file in the C:/Data/Clip Logger directory with a title matching that of the clip (eg 'clip name.txt'). Unsupported characters may be removed from this file name.

Deleting a Clip Log

To delete a clip log, you need to enable the 'log edit mode'. Select the event you want to delete and press <Ctrl>+<Delete>.

copyright © Quantel Ltd 2001-2013

Video Stretch

Floating Clips can be stretched to a new duration in order to fill a gap or to create slow motion and fast motion effects. The **video stretch** function can be found by accessing the **more** menu (described in Chapter 2).

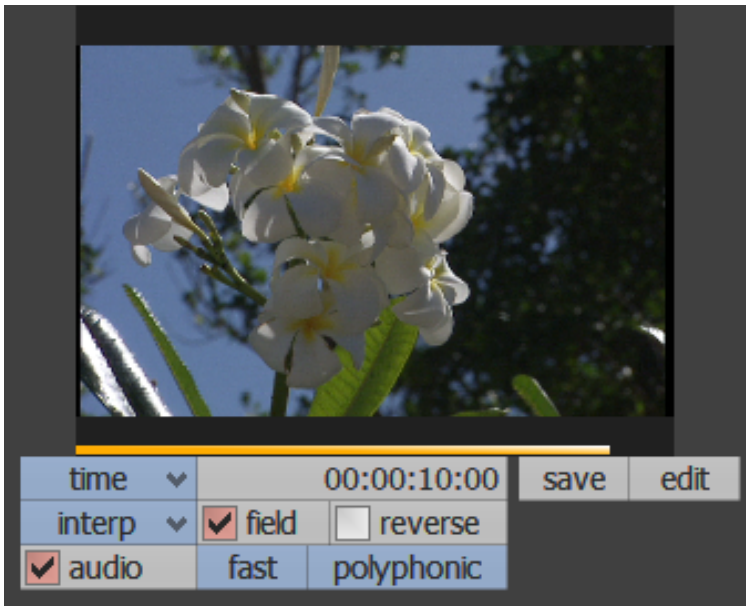
How to Stretch a Floating Clip

To stretch a Floating Clip, do the following:

1. Open the **more** menu by hovering the cursor directly outside the top-right corner of the Floating Clip.
2. Select **video stretch** from the **more** menu. A pop-up is now displayed providing you with a preview image and stretch/motion controls.
3. Set the required options (see 'Video Stretch Options' later in this section for more details).
4. Press **render**.
5. Select either **save** or **edit** (see 'Render & Saving a Stretch' later in this section for more details).

Video Stretch Options

When you select **video stretch** you are presented with a pop-up providing you with a number of options that allow you to define the type of stretch you wish to produce.



You can resize the pop-up by hovering over the bottom-right corner and dragging on the yellow resize icon that appears.

You can close the pop-up by pressing the yellow cross in the top-right corner.

Type of Stretch

The 'Type' scroll box (**time** is selected by default) allows you to select the type of stretch from the following options:

Stretch Option	Description
time	Stretches the clip to the desired duration.
speed	Stretches the clip based on a percentage of the original speed.
multiple	Stretches the clip based on a multiple of the original duration.
profile	Displays a graph on which keyframe nodes can be inserted to vary speed across the clip (see 'Profile Graph' later in this section for more information).

Interpolation Process

When stretching a clip, the interpolation process can be controlled by selecting an option fromthe 'Interpolation' scroll box (**interp** is selected by default):

Stretch Option	Description
interp	Any new fields/frames are created by interpolating the nearest adjacent fields/frames.
nearest	Instead of creating new fields or frames when needed, the nearest existing field or frame is repeated.
replicate	If a new field or frame is required, the last one is repeated.

Field

Ticking the **field** check box determines whether any interpolation is field-based or frame-based. The choice is determined by the original source material. The **field** mode is used to prevent flickering when processing fast moving field-based images (where there is a large difference between the two fields). It is advised to use the **field** mode for material that contains fast movement although this may soften the resultant clip.

Reverse

You can tick the **reverse** box to reverse the order of the frames to produce a clip that plays backwards. It can be stretched to a new duration as part of the reversing process or it can retain the original duration.

Audio

The **audio** tick box allows audio to be stretched as well as the video. Note that the value must be between a minimum of 50% and a maximum of 200%. If **audio** is not selected, the resulting clip does not include audio.

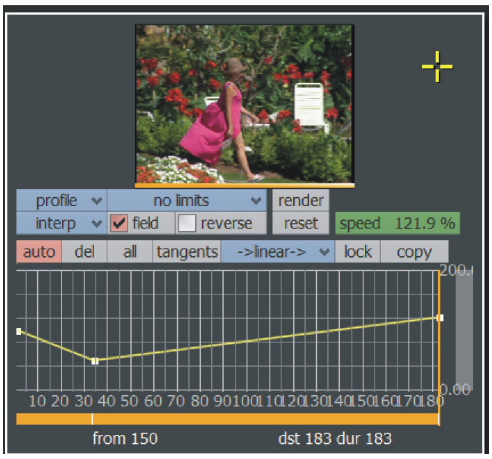
copyright © Quantel Ltd 2001-2013

The 'Quality' scroll box (**fast** is selected by default) allows you to select the quality of the audio conversion to be selected. Quality can be determined by selecting **fast**, **good** or **best**.

The 'Audio Type' scroll box (**polyphonic** is selected by default) allows you to select the appropriate type of audio re-sampling and pitch correction algorithm. Typically, **monophonic** is used for voice and **polyphonic** for music.

Using Keyframes to Stretch (Profile Graph)

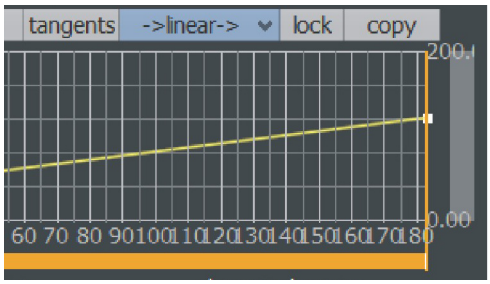
You can select **profile** from the Type scroll box (see previous section). This option allows you to use nodes, known as 'keyframes' to customise a video stretch.



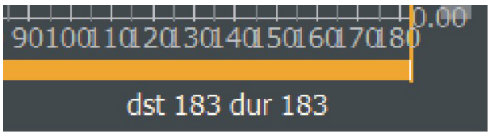
The output speed of individual frames can be set in order to establish a speed gradient between set points.

The Profile Graph

The X axis represents the frames of the clip. The Y axis represents the output speed.



The vertical scale of the graph can be adjusted for ease of viewing by using the vertical grey bar on the right side of the graph. Pressing on this bar and dragging horizontally scales the graph (left to zoom in and right to zoom out). When zoomed in press on the bar and drag vertically to scroll up and down through the graph.



Pressing **dur** at the bottom of the profile graph switches between timecode and frame duration.

Inserting Keyframes

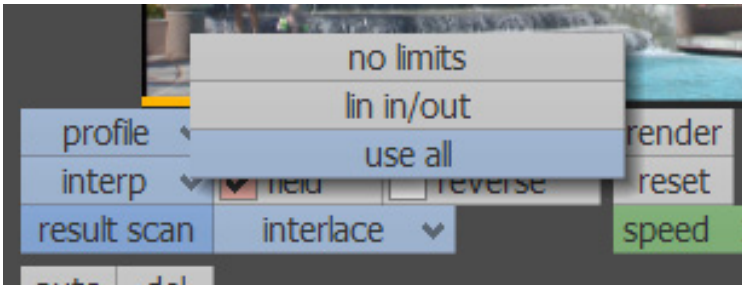
The method for inserting a keyframe differs depending on whether **auto** is enabled (highlighted pink). To insert a keyframe whilst **auto** is enabled, do one of the following:

a Press on the yellow curve on the graph. This adds a keyframe to the current frame.

b Change the percentage value in the green **speed** box. A keyframe is inserted automatically to the current frame every time the speed is changed.

If **auto** is off then confirmation is required before any keyframe is inserted. To do this adjust the speed in the **speed** box. The **auto** box now turns orange and displays the word **edit**. Press the **edit** box to confirm and create a keyframe node.

Profile Stretch Options



Select **use all** to limit the duration of the resultant clip based on the number of frames available on the original clip.

No limits allows the duration of the resultant clip to exceed the amount of frames available and create a freeze on the last frame.

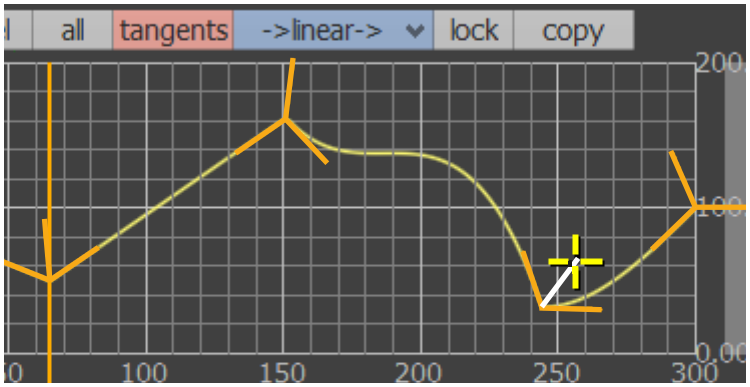
Selecting **lin in/out** sets a linear transition between three keyframes. The three keyframes are automatically set when you select **lin in/out**; one at the start, one in the centre and one at the end.

The output speed is selected as a percentage in the **speed** box (100% being normal speed, 200% being twice as fast and 50% being half as fast etc).

With **auto** enabled, the 'Transition' scroll box (→**linear**→ is selected by default) is revealed. The type of transition between each keyframe can be changed by selecting a different choice from the blue scroll box:

Transition Type	Description
default	Provides the best rate of change between keyframes to allow a smoother transition.
stopped	The rate of change stops as it reaches the next keyframe.
curved	The rate of change speeds up as it leaves the keyframe and slows down as it approaches the next keyframe creating a curved shape on the graph.
linear→	The rate of change remains constant as it leaves the keyframe.
→linear→	The rate of change remains constant into the keyframe and out of the keyframe.
→linear	The rate of change remains constant into the keyframe.
→lin,hold→	The rate of change remains constant into the keyframe and then stops until the next keyframe.
→cve,hold→	The rate of change slows down as it approaches the keyframe and then stops until the next keyframe.
user set	The rate of change into and out of the keyframe is set using the tangents on each keyframe of the curve.

copyright © Quantel Ltd 2001-2013



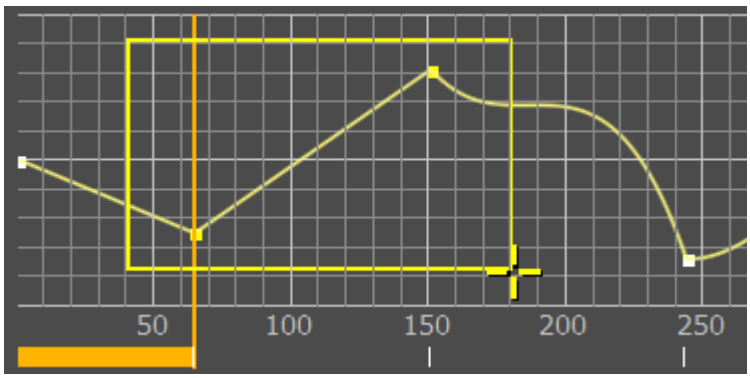
When the **tangents** box is selected, orange tangent markers appear at each keyframe on the curve. These provide an alternative method of changing the shape of the curve into and out of each keyframe. Press and drag on the orange tangents to change the curve between the transitions.

Moving & Locking Keyframes

After a keyframe has been inserted onto the graph they can be repositioned by pressing and dragging.

Dragging a keyframe up increases the speed of the clip from that frame onwards by reducing the number of frames. Dragging a keyframe down reduces the speed of the clip from that frame onwards by increasing the number of frames.

Dragging a keyframe horizontally moves the position in the clip where a change in speed occurs. Note that the orange cursor bar indicates the current frame.



With auto selected groups of keyframe nodes on the graph can be selected by making a lasso. They can then be locked together by using the **lock** function, so that they can all be moved by the same amount either numerically or by using the cursor and dragging.

The edges of the yellow box formed when lassoing points can be moved to change the frame on which the keyframes occur and the amplitude of the change between the lassoed keyframes.

Moving the left or right edges of the yellow box moves the keyframes earlier or later in the effect while the keyframe closest to the opposite edge remains fixed.

Moving the top and bottom edges of the yellow box increases or decreases the rate of change between the keyframes while the node closest to the opposite edge remains fixed.

Holding down the <Ctrl> key while dragging the left or right edges of the yellow box fixes the centre keyframe and expands or contracts the group around this keyframe.

Deleting Keyframes

To delete a single keyframe, do the following:

1. Select **del** from the panel of options above the graph. It highlights pink to indicate it is activated.
2. Press on a keyframe to delete.
3. Repeat steps 1 and 2 for each keyframe you want to delete.

Alternatively, to delete multiple keyframes:

1. Draw a lasso around the keyframes to be deleted.
2. Press on **del.** All keyframes within the lasso are deleted

To delete all keyframes from the graph:

1. Select **del.**
2. Select **all**. All keyframes are deleted from the graph.

Rendering & Saving a Stretch

Press **render** to apply the stretch with the specified settings.

When the render is complete, **save** and **edit** boxes appear. The **edit** function is only applicable to any products that have the Edit Application. Pressing **edit** inserts the stretched clip at the current cursor point on the Edit Application timeline.

You can use the **save** box to drag a copy of the stretched clip to the desktop. Alternatively, press the **save** box and enter the required title in the **save** pop-up to save the stretched clip in the Clips Bin. Note that if no title is given then by default the stretched clip is saved as 'clip title + stretched'.

Stretched segments are indicated by a pink highlight.

Note that stretch history is retained, even if MLT FX processes are subsequently added.

copyright © Quantel Ltd 2001-2013

Stereo Floating Clips

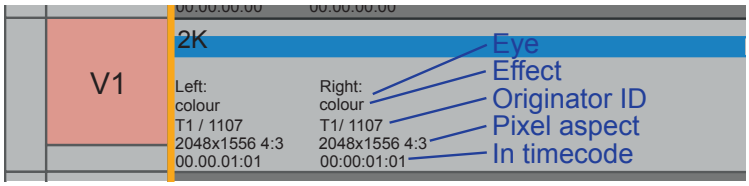
Quantel

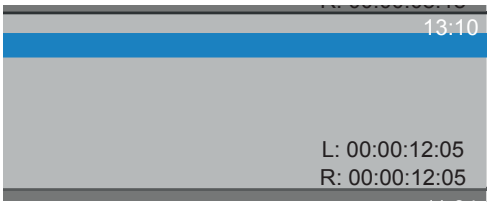
Stereo 3D Floating Clips

Stereo media consists of both left and right eyes and is displayed as a single layer eg **V1**. A blue line across the clip segment indicates that the clip is stereo. Stereo Floating Clips can be edited and managed in the same way as mono Floating Clips

Metadata Display on Clip Segment

Metadata for each eye is displayed on the video track of each stereo segment on the Floating Clip timeline. This includes any MLT FX processes (eg colour, dve, text) that have been applied to the clip, originator ID, pixel aspect, and 'in' timecode.





On the right of each stereo segment on the Floating Clip timeline, the 'out' timecode for each eye is displayed.

Stereo Video Window Display

The stereo Floating Clip's Video Window displays a yellow divider that splits the image into left eye and right eye displays. To reveal more of either eye press and drag on the yellow divider.

copyright © Quantel Ltd 2001-2013

You can alternate the view of the Video Window by pressing on the yellow divider.

If you press once, a 'half mix' view (a mix of both eyes) is displayed to the left of the divider. The right eye is displayed to the right of the divider. The divider becomes a small vertical bar at the top of the display, when in this mode. It can be dragged left or right to reveal more or less of the half mix view.

If you press on the divider again an emboss overlay appears, indicating a clear view of the vergence offset between the two eyes. The divider displays horizontally across the image when in this mode. The divider can be dragged up or down to reveal more of less of the emboss view.

Press on the divider again to return the view to the original vertical split.

Combine Eyes via Desktop

Often stereo media is recorded and imported into the system as separate left and right eye files. The two eyes can then be combined on the desktop to create a stereo clip.

Clip Requirements

The left and right eye mono clips must have some identical elements before you can convert them to one stereo clip. These include:

- **a** Number of tracks
- **b** Number of segments
- **c** Total number of frames
- **d** Number of frames per segment
- **e** Render video information
- **f** Size

How to Combine Left and Right Eyes

To combine left and right eyes on the desktop, do the following:

1 Hold down <Ctrl> and <Shift> on the keyboard.

2 Click and drag the right eye Floating Clip over the left eye Floating Clip and maintain cursor pressure.

3 Release cursor pressure when a blue outline appears on the left eye Floating Clip. This indicates that it is possible to create a stereo clip from the selected left and right eye clips. The two eyes combine to create a single stereo Floating Clip.

If a stereo clip cannot be created from the two Floating Clips, a red outline appears on the left eye Floating Clip.

A warning message also appears if the two Floating Clips are not compatible as a stereo pair.

Cannot make stereo clip, see log for details

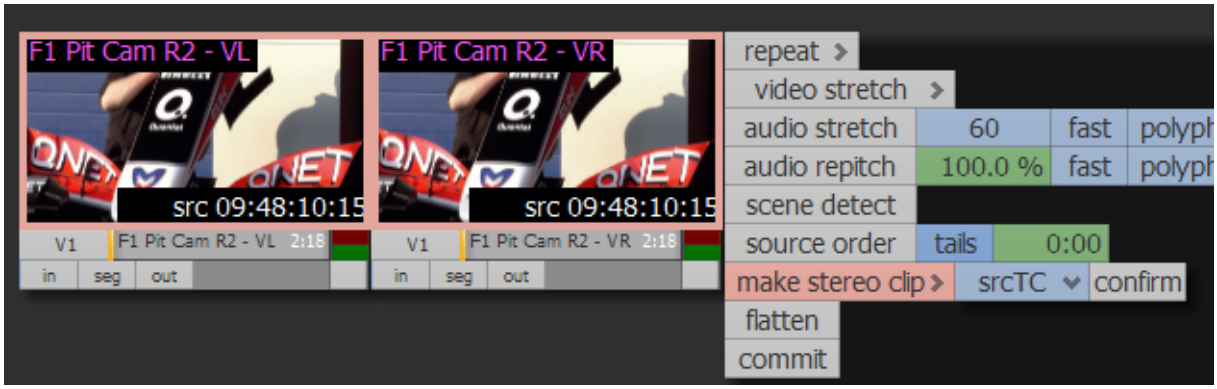
Make Stereo Clip

For an alternative way to combine two Floating Clips into a single stereo clip, do the following:

1 Place the two mono clips that you want to make stereo onto the desktop as Floating Clips.

2 Select the two clips using either the lasso method or by holding <Ctrl> and tapping on each Floating Clip. Both clips should have a pink outline to indicate they are selected.

copyright © Quantel Ltd 2001-2013



3 Access the **more** menu by hovering directly outside the top-right corner of either of the Floating Clips.

4 Select **make stereo clip.**

5 From the scroll box select whether you want to create the stereo clip based on source timecode (**srcTC**), cursor position (**cur pos**) or the first frame (**first frame**).

6 Select **confirm** to create the stereo Floating Clip.

Split VL/VR Tracks via Desktop

You can split a stereo Floating Clip into separate left and right eye Floating Clips. This function is useful if you want to play-out or export each eye separately. To split a stereo Floating Clip, do the following:

1 Access the **more** menu by hovering directly outside the top-right corner of the stereo Floating Clip.

2 Select **split VL/VR.**

Two separate Floating Clips are placed on the desktop with '**-VL**' appended to the clip title for the left eye, and '**-VR**' appended to the right.

The left and right eye clips are locked together so you can easily save them into a bin by dragging and dropping. Press on the desktop to unlock the two clips.

Note that if the stereo clip has audio, the audio appears on both the left and right clips.

Remake Stereo Clip.

With the left and right Floating Clip's still locked together an additional option is revealed in the **more** menu that allows you to easily remake the two eyes into a stereo clip.

Select **make stereo clip** and choose the required settings (see previous section) and press confirm to remake the two eyes into a stereo clip.

Swap Eyes on All Tracks via the Desktop

You can swap the eyes on all tracks by selecting **swap VL/VR** from the **more** menu. Access the **more** menu by hovering directly outside the top-right corner of the stereo Floating Clip. Select **swap VL/VR**. The eyes are swapped globally through all tracks and segments of the clip and also the underlying rushes.

copyright © Quantel Ltd 2001-2013

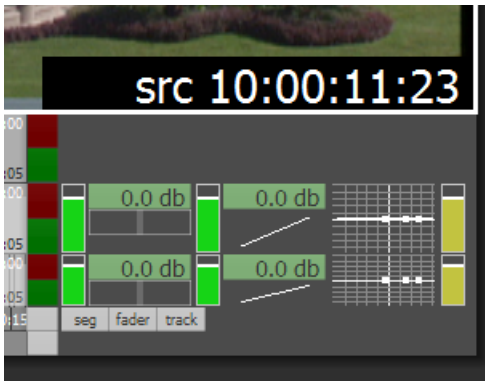
Audio

Quantel

Audio

Hidden Audio Options

There are two hidden audio menus available on the Floating Clip timeline that allow audio levels to be controlled and channels settings to be assigned.



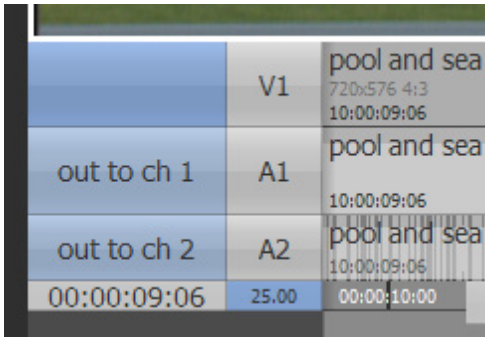
You can access the additional audio options by doing the following:

Reveal Audio Level Controls

1 Press on the red/green Mute/Solo buttons to the right of the Floating Clip timeline.

2 Drag to the left.

3 Drag to the right to hide the menus again.



Reveal Audio Channel Controls

1 Press on any track filter box (eg **V1**, **A1** etc).

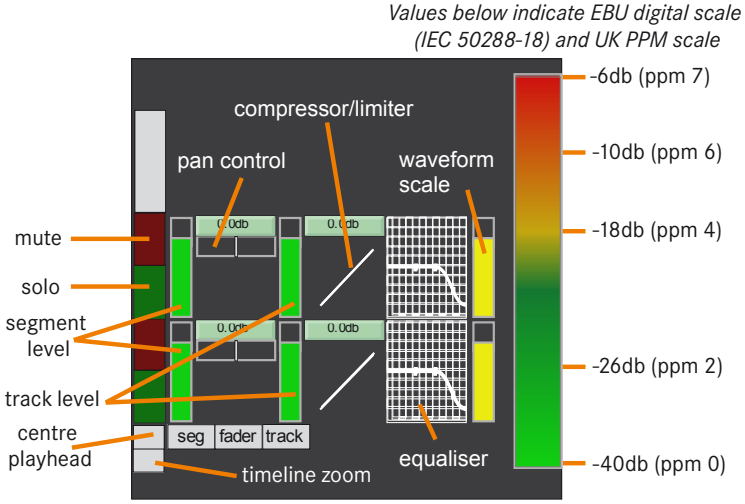
2 Drag to the right to reveal additional audio input/output controls on the left.

3 Drag to the left to hide the menus again.

Setting Audio Levels

To adjust audio levels, do one of the following:

Using the Hidden Menu



Audio level indicators are revealed via the hidden menu on the right of the timeline (see instructions above) allowing the audio levels to be adjusted for each audio track and audio segment.

copyright © Quantel Ltd 2001-2013

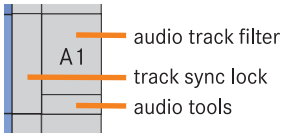
To adjust the level of a track segment, place the cursor on the 'Segment Level' indicator and slide up to increase the volume or down to decrease the volume.

To adjust the level of a whole track, place the cursor on the 'Track Level' indicator and slide up to increase the volume or down to decrease the volume.

Using the Timeline

Audio levels can also be controlled directly on timeline segments by holding down <Ctrl> and clicking on the orange highlight then dragging up or down to increase or decrease levels.

Using the 'Audio Tools' Button



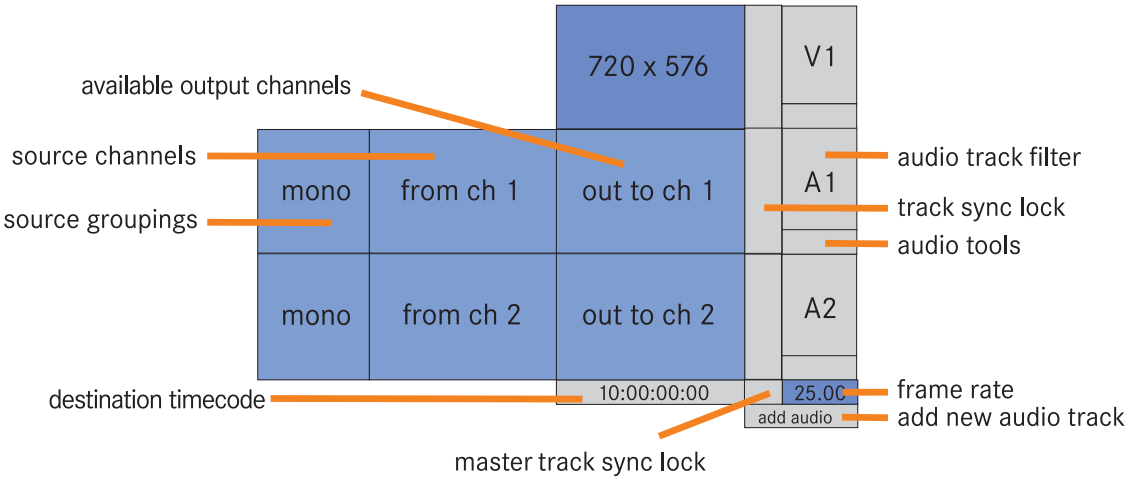
You can also change audio levels by selecting the 'Audio Tools' button on the required audio track filter (eg **A1**), and then adjusting segments on this track only.

Assign Audio Channels

To display the following functions, you must tick the 'Audio Channel Selection' check box in the <F1> Configuration Window's 'Clips' menu.

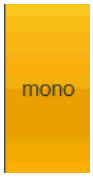
By default the system uses the audio assignments that were set when recording. To change the audio play-out channels for a clip, do the following:

1. Access the hidden audio channel controls (see instructions above).
2. You can use the 'Source Groupings' box to change the groupings options by pressing on the scroll box and selecting the desired grouping.
3. You can use the 'Source Channels' box to select the input channels by pressing on the **from ch...** scroll box and selecting the required source channel.
4. You can use the 'Output Channels' box to select the output channels by pressing on **out to ch...** scroll box and selecting the required output channels.



Audio Grouping Options

The Source Groupings scroll box displays the source grouping of the clip, eg **mono**, **stereo**, **quad** etc. This can be changed (where available) by scrolling to a new grouping. For example, to split a stereo track out to two separate mono tracks select **mono**.



If the grouping box is orange this indicates that the clip has a mixed source grouping. For example, **mono** set in an orange box may indicate a mixed mono/ stereo source.

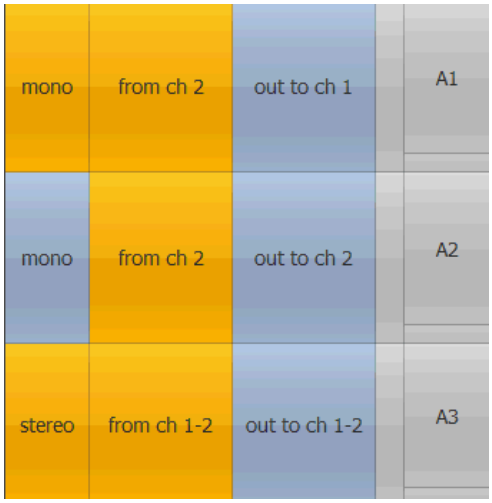
Grouping options are as follows:

Grouping	Description
mono	An individual audio channel (eg 1, 2, 3, 4 etc).
stereo	A pair of audio channels (eg 1 & 2 or 3 & 4 etc).
quad	A group of 4 audio channels (eg 1, 2, 3 & 4 or 5, 6, 7 & 8 etc).
8 channel	A group of 8 audio channels (eg 1, 2, 3, 4, 5, 6, 7 & 8 or 9, 10, 11, 12, 13, 14, 15 & 16).
16 channel	A group of 16 audio channels (1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15 & 16).

'From' & 'Out To' Options

The Source Channels and Output Channels scroll boxes control which source channels are output to which output channels.

from ch... This box displays the available source channels. With no audio segments selected, this setting affects the whole audio track.



If the timeline audio segments are originally from mixed channel sources, or a segment's source has subsequently been changed, this box turns orange (see screen shot to the left) to indicate that the setting is not global for the whole track.

out to ch... This box displays the available output (ie speaker) channels. The output channel settings made via this box always affect the whole track (ie an individual segment cannot be changed).

A stereo audio track can be split by right-clicking on either the track box (eg A2) or the actual audio track and selecting 'split audio'.

copyright © Quantel Ltd 2001-2013

Standalone workstations with AVIO3 or eVidIO cards support 16 channels. sQ workstations support a maximum of 8 channels (ie the maximum that the sQ Server supports).

Too Few/Too Many Channels

If there are too few input channels for the selected output channels, the most appropriate input channel is automatically duplicated. For example, if a mono track is output to channels 1 & 2 then the mono track is placed on both channel 1 and channel 2. If a stereo track is output as a quad (eg channels 1, 2, 3 & 4) then the stereo pair 1 & 2 also appear on channels 3 & 4.

If there are too many input channels for the selected output channels, unused channels are ignored.

Enable/Disable Audio Track Boxes

Tap on track filter boxes (**A1**, **A2** etc) to enable/disable audio tracks. Only enabled tracks (highlighted pink) are affected when any subsequent processes are applied. Any disabled tracks remain unaffected. This is useful when performing video-only or audio-only editing.

Note that if none of the tracks have been selected, any process that is applied affects all the tracks.

Audio Stretch

You can stretch the audio tracks of any Floating Clip in order to sync with a video track or to match a specific frame rate.

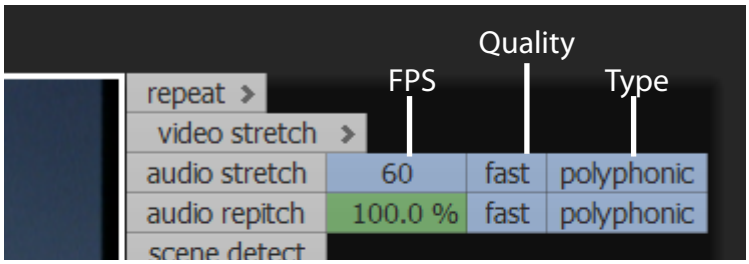
Stretching Audio Tracks

To stretch an audio track, do the following:

1. Access the **more** menu by hovering directly outside the top-right corner of the Floating Clip.
2. The available audio stretch options are displayed to the left of the **audio stretch** box. Do not press **audio stretch** until the required settings are specified.
3. Specify the required settings.
4. Press the **audio stretch** box to start the stretch process.

When complete the resulting clip maintains the original video frame rate but contains the new stretched audio tracks.

Audio Stretch Options



The audio stretch process has a number of options available to suit the type of audio material to be stretched and the desired level of accuracy.

Option	Description
FPS	The FPS (Frame Per Second) scroll box allows the target audio frame rate to be selected (ie, **23.98**, **24**, **25**, **29.97**, **30**, **47.95**, **48**, **50**, **59.94** or **60**)
Quality	The Quality scroll box allows the quality of the stretch to be selected (ie, **fast**, **good** or **best**)
Type	The Type scroll box allows the appropriate type of audio re-sampling and pitch correction algorithm to be applied. Typically **monophonic** is used for voice and **polyphonic** for music.

Note that when using the 'audio stretch' function the track filter boxes cannot be used to protect/enable specific audio tracks.

Audio Repitch

You can raise or lower the pitch of audio tracks in order to disguise voices or retune the pitch of an audio track that has been stretched. The pitch can be set between 50% (lower pitch) and 200% (higher pitch).

Repitching Audio

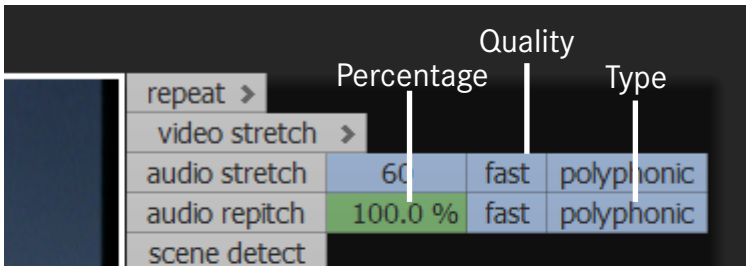
To repitch the audio, do the following:

1. Access the **more** menu by hovering directly outside the top-right corner of the Floating Clip.
2. The available audio repitch options are displayed to the left of the **audio repitch** box. Do not press **audio repitch** until the required settings are specified.
3. Specify the required settings.
4. Press the **audio repitch** box to start the repitching process.

When complete the resulting clip maintains the original video frame rate but contains the new repitched audio tracks.

copyright © Quantel Ltd 2001-2013

Audio Repitch Options



The audio repitch process has a number of options available to suit the type of audio material to be repitched and the desired level of accuracy.

Option	Description
Percentage	The Percentage box allows you to raise or lower the pitch of the audio based on a percentage of the original.
Quality	The Quality scroll box allows the quality of the repitch to be selected (ie, **fast**, **good** or **best**)
Type	The Type scroll box allows the appropriate type of audio re-sampling and pitch correction algorithm to be applied. Typically **monophonic** is used for voice and **polyphonic** for music.

See the Editing User Guide for full details of working with audio.

copyright © Quantel Ltd 2001-2013

Publishing, Localising & Saving

Quantel

Publishing Clips via the Desktop

Why Publish Clips?

When new frames are created on an sQ Server connected workstation (by local ingest or rendering), they are not automatically available to other server users. To make new media available to all server users, it must be 'published' back to the server.

Note that anyone with access to the server is able to view and use server held material.

Server held clips are displayed with yellow bin icons.

What Happens

When you publish a clip, a set of instructions is sent back to the sQ Server and the edit is conformed for play-out using the original HBR server held material.

When you publish a clip back to the server, only new frames that don't currently exist on the server (ie any new material ingested or any rendered frames) are transferred; not the whole clip. This is called Delta Editing and the new frames are referred to as Delta Frames. The server recognises which frames already exist on it and only the Delta Frames are transferred. This reduces network traffic and makes publishing a fast and economical process. An audio mix down is performed as part of the publish process, ensuring that audio is processed in a playable format.

If the same clip is published more than once (ie with the same details in the filecard) separate clips appear in the Server Bin. The **name**, **owner** and **category** fields are identical but the file ID for each publish is always unique.

Prerequisites

You must render the clip BEFORE publishing; if you try to publish an unrendered clip, a reminder appears and you cannot publish. The clip must have the same frame rate and resolution as the server settings in order for the publish to be successful.

copyright © Quantel Ltd 2001-2013

How to Publish

new clip name	
owner	Andy
cat	News
first free from	400
Area to Publish to	
check	publish

To publish a clip, do the following:

1. Access the **more** menu by hovering directly outside the top-right corner of the Floating Clip.
2. Select **publish** to display the publish pop-up (see picture above).
3. Press on the **new clip name** box and enter a clip name using an approved naming convention. You can use the soft keyboard that appears or an external keyboard.
4. You can enter an owner and/or category in the **owner** and **cat** boxes using an approved naming convention. These values are used for media management/automation systems.
5. Quantel also has its own numbering system that can be used if required. You can enter a value into the **first free from** green box. This allows the first unused number higher than the number set to be assigned to the published clip. Press on the **first free from** scroll box to reveal more options. The **no number** selection disables clip numbering. The **force number** selection forces the publish process to use the number in the green box even if it is already in use.
6. Set the target Area in the **Area to Publish to** scroll box. This shows the Areas (ie a list of server storage Pools) available as specified by the ISA Manager configuration. Each Area can have its own default owner and category settings (also set by the ISA Manager) that are applied automatically as the default for the published clips.
7. If the HBR server clip is no longer available the publish fails. You can confirm that the HBR clip is still available on the server by pressing **check** before publishing. It is advisable to do this as you can continue editing on each workstation using locally cached LBR video (plus audio) even if the HBR clip has been deleted from the server.
8. Press **publish** to save the clip onto the sQ Server. If you have selected **Publish and save** in the <F1> Configuration Window's **Server** menu, the published clip is also saved locally on the seat in the Clips Bin.
9. To close the pop-up without publishing, select the X in the top-right corner.

How to Publish to a Placeholder

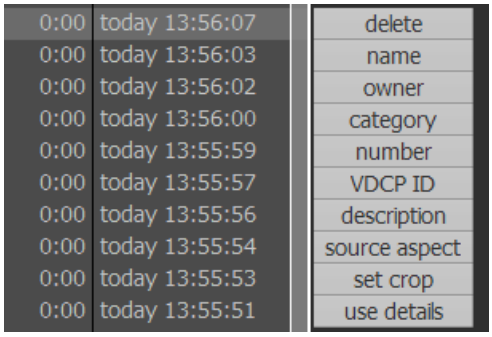
Placeholders are often used in server systems to integrate newsroom control systems and the server. A placeholder is a 'blank' clip that can be loaded into a playlist. When an edit is ready it can then be published to the placeholder. The placeholder icon appears in the Server Bin as shown on the left.

To publish to a placeholder, do the following:

1 Open the Server Bin.

2 Locate the desired placeholder clip.

3 Click on the placeholder clip name. A menu appears to the right of the Server Bin.



4 Select **use details**.

5 Go to the Floating Clip that needs to be published to the placeholder.

6 Access the **more** menu by hovering directly outside the top-right corner of the Floating Clip.

7 Notice that the **publish** box has gone blue indicating that the placeholder details have been attached to the publish. Select the blue **publish** box to display the publish pop-up. It is not necessary to change any details that appear in the pop-up as the placeholder details have already been entered.

8 Press **publish**.

When several workstations are connected to the same server, the 'owner' field can be set to the name of the server workstation. When there are multiple users sharing workstations, the 'owner' can be set to the name of the person creating the clip.

A default owner, category and title can be set in the Clips menu in the <F1> Configuration Window (when enabled in the Registry).

See chapter 5 in the 'sQ & ISA User Guide' for more details of how video and audio essence is managed on the sQ Server.

copyright © Quantel Ltd 2001-2013

Localise

Why Localise Clips?

Localising a clip ensures that a HBR copy of the clip is saved locally. Localised clips can serve as a back up version in case the original source material is accidentally deleted or disconnected.

What Happens

The **localise** function imports a copy of a remotely held clip segment in its native video format and saves it into the Clips Bin.

Localised clips are displayed with white bin icons.

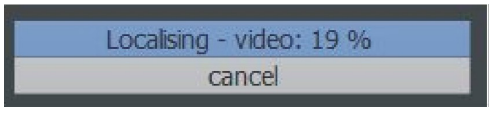
Setting Tail Frames

In the <F1> Configuration Window's **Localise** menu, you can enter a localise tail length value in the green **Tail frames** box before localising material. Localising a clip with tails ensures that a set number of additional frames are localised with the clip. Having tails allows you to extend the duration of the clip or individual clip segments. Tails are required in order to add any transitions to a clip.

How to Localise

You can localise the whole clip or a selection of the clip by marking in and out points. See 'Selecting a Section' in Chapter 3 for more information. To localise a Floating Clip, do the following:

1. Access the **more** menu by hovering directly outside the top-right corner of the Floating Clip.
2. Select **localise**.



3. A progress indicator (seen as a percentage) appears during the localisation process. Press **cancel** at any point to stop the process.
4. The localised version of the clip is saved to the Clips Bin.

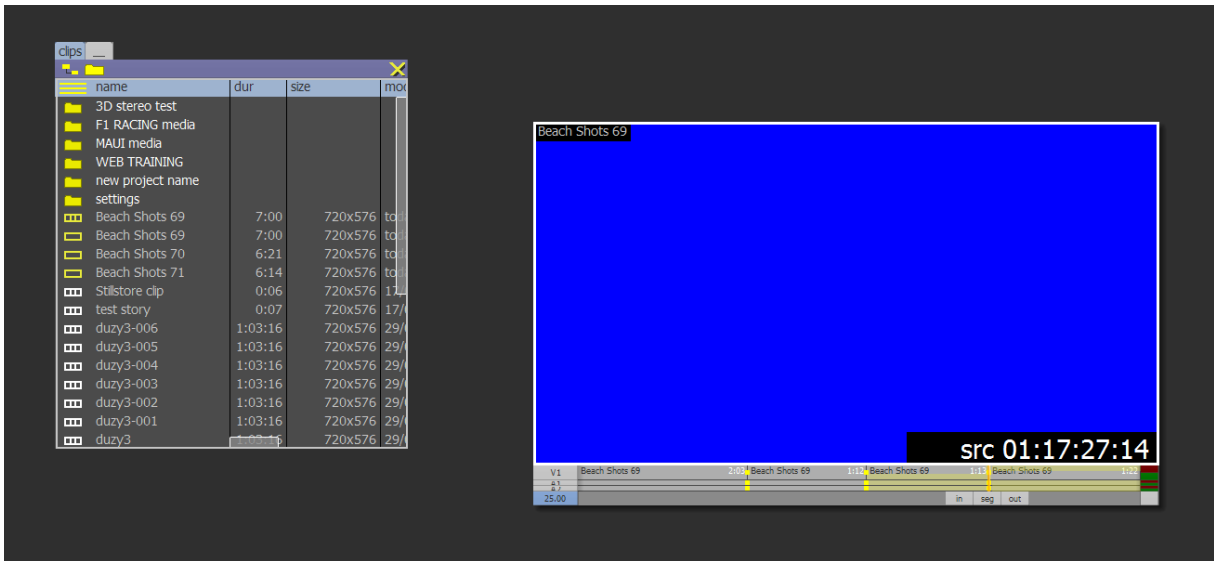
See the 'sQ & ISA User Guide' for more details of how video and audio essence is managed on the sQ Server.

Save

You can save a Floating Clip by dragging and dropping it into the Clips Bin.

Saved clips that contain remote media are displayed with yellow bin icons.

Saving a clip that contains remote material (ie stored on the server or soft mounted from an external device) to the Clips Bin does not create a local copy of the HBR material. Instead this saves a copy of the LBR material and the edit decisions (ie cut points, transitions etc). If the remote material becomes unavailable then the clip, complete with edit decisions, remains in the clips bin but the media appears 'offline', indicated by blue video in the Video Window.



In order to store the HBR material locally you have to Localise (see previous section).

Saving a remote clip to the clips bin does not create a local copy. If the source material becomes unavailable the media appears offline. See screen shot above.

See the 'sQ & ISA User Guide' for more details of how video and audio essence is managed on the sQ Server.

copyright © Quantel Ltd 2001-2013

Appendices

Quantel

Appendix A

About This Manual

This guide covers software available on some Quantel stand-alone and server-connected systems. It may cover functions or options not available on the system you are using.

This guide was written and published by Quantel. The bottom of each page displays the guide's reference number, eg **2140-57-018** plus a revision letter, eg **B** (B being more recent than A which is the original). The publish date is also indicated in the format **mm/yy**. If you require hard copies of this guide, always quote the reference number, revision letter and title.

2140-57-021 revision	**publish date**	*ECO (Quantel use only)*	**software version**
A	**05/13**	**E44911**	**V1**

copyright © Quantel Ltd 2001-2013

Notices

Maintenance

WARNING (WM2) SERVICE PERSONNEL – MAINTENANCE AND CALIBRATION WITHIN THE EQUIPMENT ENCLOSURE IS ONLY TO BE CARRIED OUT BY SERVICE PERSONNEL (12/97)

Conventions Used

Symbols

See: Reference to other items in this document or in other documents.

Notes: System, software and workflow points to consider and remember.

Tips: Useful hints and advice when undertaking tasks.

Information: Additional hardware or software information which may be useful.

Cautions: Indicate possible damage to (or misalignment of) the equipment if the indicated statements are ignored or the indicated procedures are not followed correctly.

WARNINGS: INDICATE DANGER TO LIFE AND LIMB IF THE INDICATED STATEMENTS ARE IGNORED, OR THE INDICATED PROCEDURES ARE NOT FOLLOWED CORRECTLY.

Text

<Text>	indicates a specific key press on the QWERTY keyboard.
Text/text	indicates a genQ menu function/option or an <F1> Configuration Window menu/setting. The first letter is either upper case or lower case to match the genQ GUI.
NN/nn	indicates a value entered on a numeric keypad.

Trademarks

Most of the product names mentioned in this manual are manufacturer trademarks and are used within this manual only for the purpose of identification:

Quantel sQ Edit, sQ Cut, sQ View, Quantel sQ Edit Plus Platform, Quantel ISA, Quantel Pablo, Quantel PabloNeo, Quantel NeoNano, Quantel iQ, Quantel eQ, iQ Platform, eQ Platform, Resolution Co-existence and Clipnet are trademarks of Quantel Limited.

XDCAM is a registered trademark of Sony Japan.

Final Cut, Final Cut Pro, QuickTime and Macintosh are registered trademarks of Apple Computer, Incorporated.

Windows and Windows Media Player are registered trademarks of the Microsoft Corporation.

Mocha Tracker is a registered trademark of Imagineer Systems Limited.

All other brand names, product names, or trademarks belong to their respective holders.

GNU GPL/LGPL Applied Software: The software contains elements that are licensed under GNU General Public License (GPL) or GNU Lesser General Public License (LGPL).

This informs you that you have a right to have access to, modify and redistribute source code for these software programs under the conditions of the supplied GPL/LGPL. Source code is available on request; you can contact Quantel Support regarding the source code contents.

copyright © Quantel Ltd 2001-2013

MPEG-2 Option Notice: As a condition of the MPEG-2 Intermediate Product license granted to Quantel the following notice must be given to the end-user of this product:

USE OF THIS PRODUCT IN ANY MANNER THAT COMPLIES WITH THE MPEG-2 STANDARD IS EXPRESSLY PROHIBITED WITHOUT A LICENSE UNDER APPLICABLE PATENTS IN THE MPEG-2 PATENT PORTFOLIO, WHICH LICENSE IS AVAILABLE FROM MPEG LA, L.L.C., 250 STEELE STREET, SUITE 300, DENVER, COLORADO 80206.

XDCAM Software License Notice: As a condition of the License Agreement that Quantel has with Sony, the following notice must be given to the end-user of this product.

i The END USERS may not modify, change, alter, reverse-engineer, disassemble, decompile or otherwise analyse all or any portion of the LICENSED SOFTWARE except as permitted by applicable law;

ii Any or all warranties associated with the LICENSED SOFTWARE shall be no greater than those contained in the Agreement; and

iii The limited liability of SONY shall be no less than the limited liability under this Agreement.

XDCAM MPEG 4 Option Notice: The Software includes MPEG 4 visual decoding technology. For this technology, MPEG LA, L.L.C. requires this notice:

THIS PRODUCT IS LICENSED UNDER THE MPEG-4 VISUAL PATENT PORTFOLIO LICENSE FOR THE PERSONAL AND NON-COMMERCIAL USE OF A CONSUMER FOR (I) ENCODING VIDEO IN COMPLIANCE WITH THE MPEG-4 VISUAL STANDARD ('MPEG-4 VIDEO') AND/OR (II) DECODING MPEG-4 VIDEO THAT WAS ENCODED BY A CONSUMER ENGAGED IN A PERSONAL AND NON-COMMERCIAL ACTIVITY AND/OR WAS OBTAINED FROM A VIDEO PROVIDER LICENSED BY MPEG LA TO PROVIDE MPEG-4 VIDEO. NO LICENSE IS GRANTED OR SHALL BE IMPLIED FOR ANY OTHER USE. ADDITIONAL INFORMATION INCLUDING THAT RELATING TO PROMOTIONAL, INTERNAL AND COMMERCIAL USES AND LICENSING MAY BE OBTAINED FROM MPEG LA, LLC. SEE HTTP: //WWW.MPEGLA.COM.

Disclaimer

Quantel Limited accepts no responsibility for the accuracy of the information contained herein and reserves the right to change the contents without prior notice. This document does not form part of the product's Technical or Functional Specification and does not form part of any contractual agreement.

This manual is not product specific and may detail features that are not available on all systems.

Helpdesk & Web Support

24 Hour Helpdesk

tel +44 (0)1635 38508*
fax +44 (0)1635 815892
email 24hour.support@quantel.com

Website & Downloads (manuals, drivers, plugins & software)

http://www.quantel.com

Go to support–downloads (login required)

* calls may be recorded for training & quality control purposes.

copyright © Quantel Ltd 2001-2013